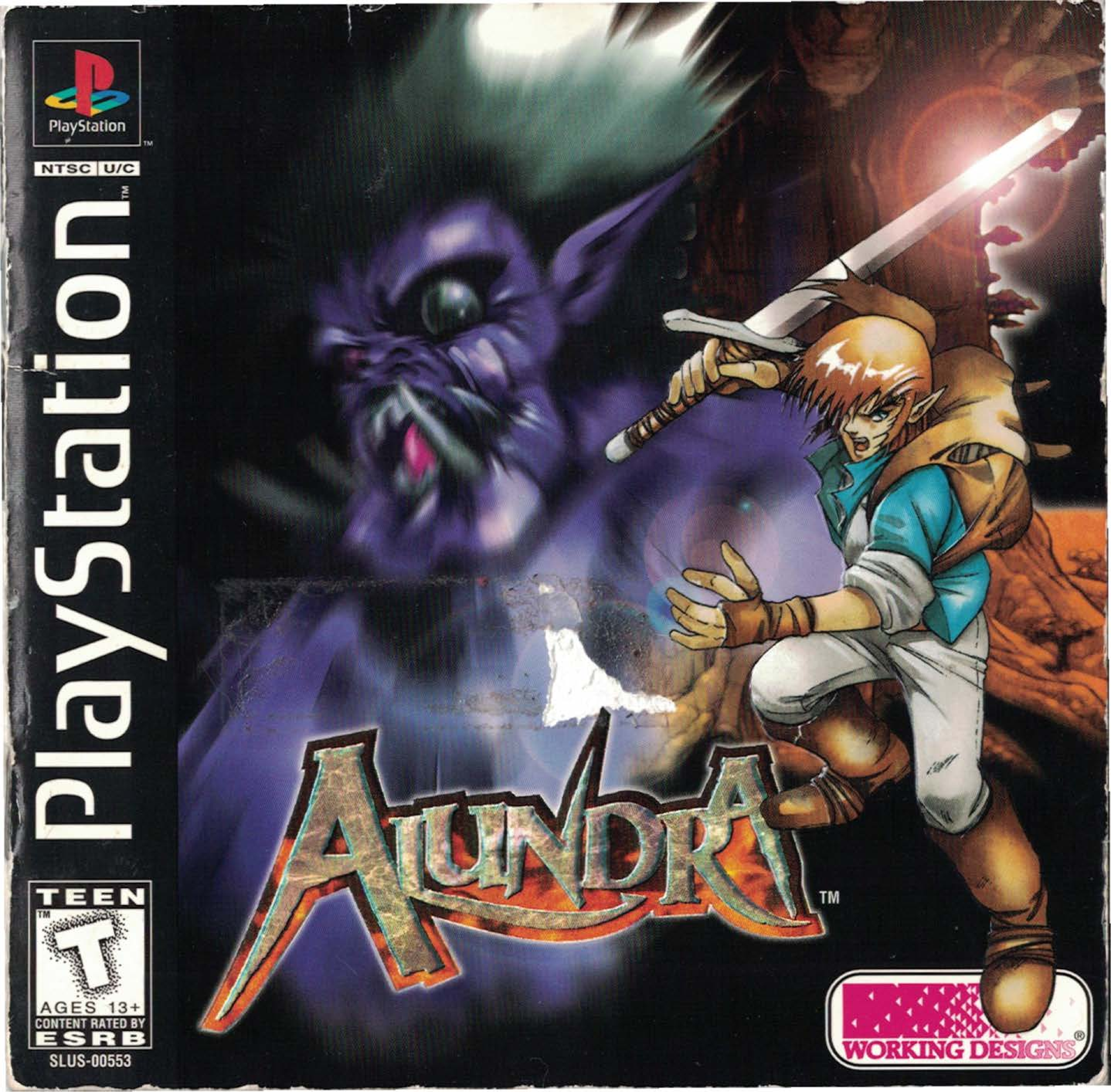
PlayStation
NTSC U/C
PlayStation
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00553
ALUNDRA™
WORKING DESIGNS®

We are delighted that you have chosen ***Alundra***™ for play on your PlayStation™ game console. We hope that you will continue to enjoy this and all of our games for the PlayStation™ game console. Due in part to the numerous requests we've had for Action/RPG games, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country.

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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PlayStation™ Game Console

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Alundra™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

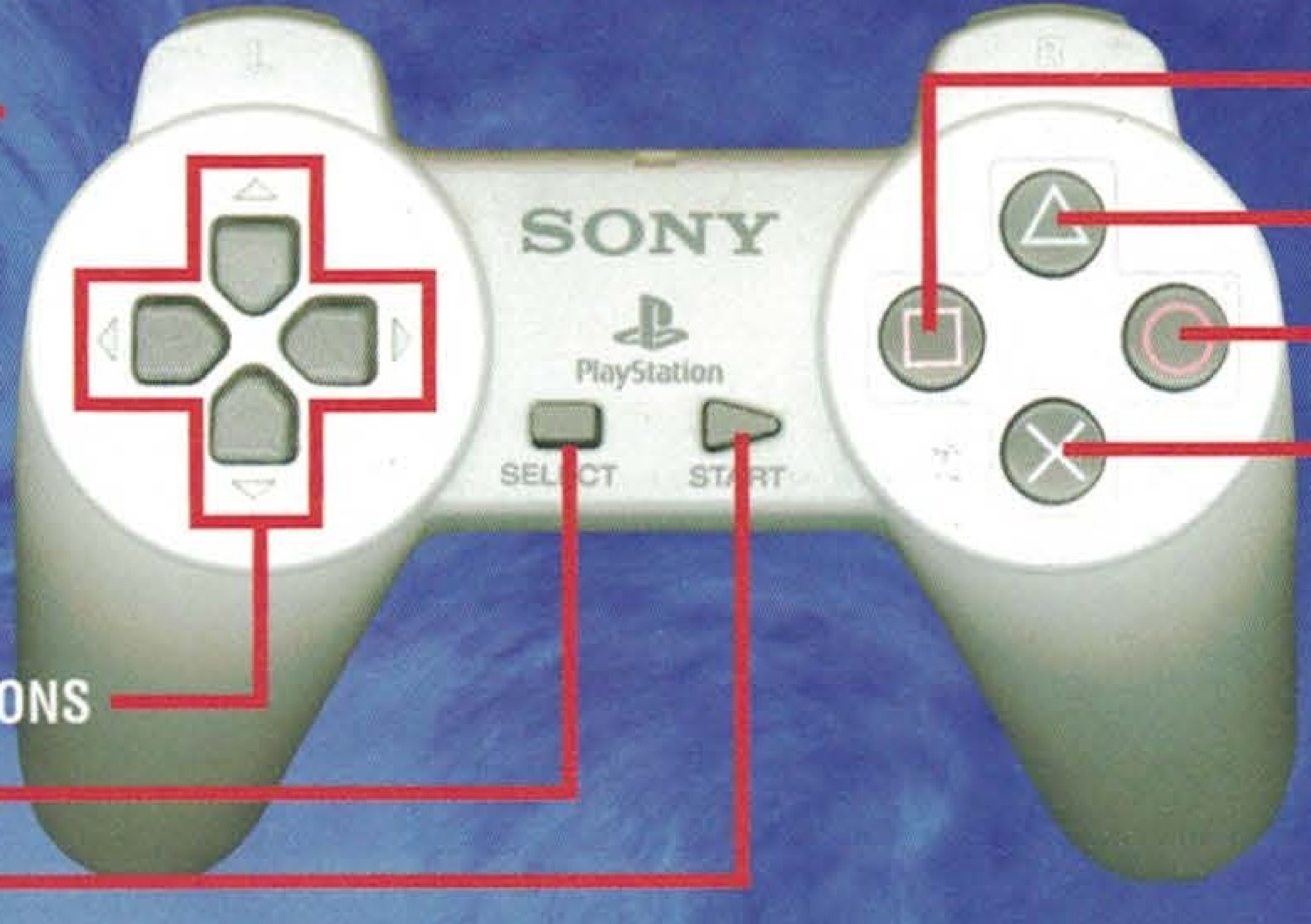
Console

PlayStation™ Controller

Controller

Front View

Top View



Alundra's World

Once, long ago, the peaceful people of Inoa served the gods by means of idols. One day, Righteous King Snow abruptly decreed that all idol worship must cease, and all images used for worship must be destroyed. Those that disobeyed the King's order suffered greatly. A few were killed for their insurrection and a great number were cast into prison. There the King's men subjected those guilty of sedition to unspeakable tortures. The King also saw to it that those that openly defied him were burned alive at the stake. Thus began the darkest chapter in the domain of mortals.

Once their idols were destroyed, the people found that they had lost all artistic inspiration, or power to create. In this dark time, the nights were not peaceful either, for the people found themselves haunted by disturbing dreams. Fortunately, a tribe of people were found to possess the ability to tread in the troubled subconscious of these ones. Unfortunately, the powers they possessed might be misunderstood by the people, so out of fear, the members of this mythical tribe of Elna remained hidden.

Once the terrifying dreams started, the people of Inoa wished that they still had their idols. They found supplication to the gods to be difficult without physical images to aid them, and they needed the aid of the gods now more than ever. Unsure if their prayers were even being heard by the gods, the people began to lose faith, and their supplication gradually lost focus. Broken, and seemingly alone, the groaning masses suffered greatly.

As if their trials were not great enough, the good people of Inoa have now been greatly disturbed by unexplainable events happening around the village. The priest of the Sanctuary was quick to point out that the gods were exacting their vengeance upon mortals for their lack of faith. Alas, it was to get far worse before it was to get better...

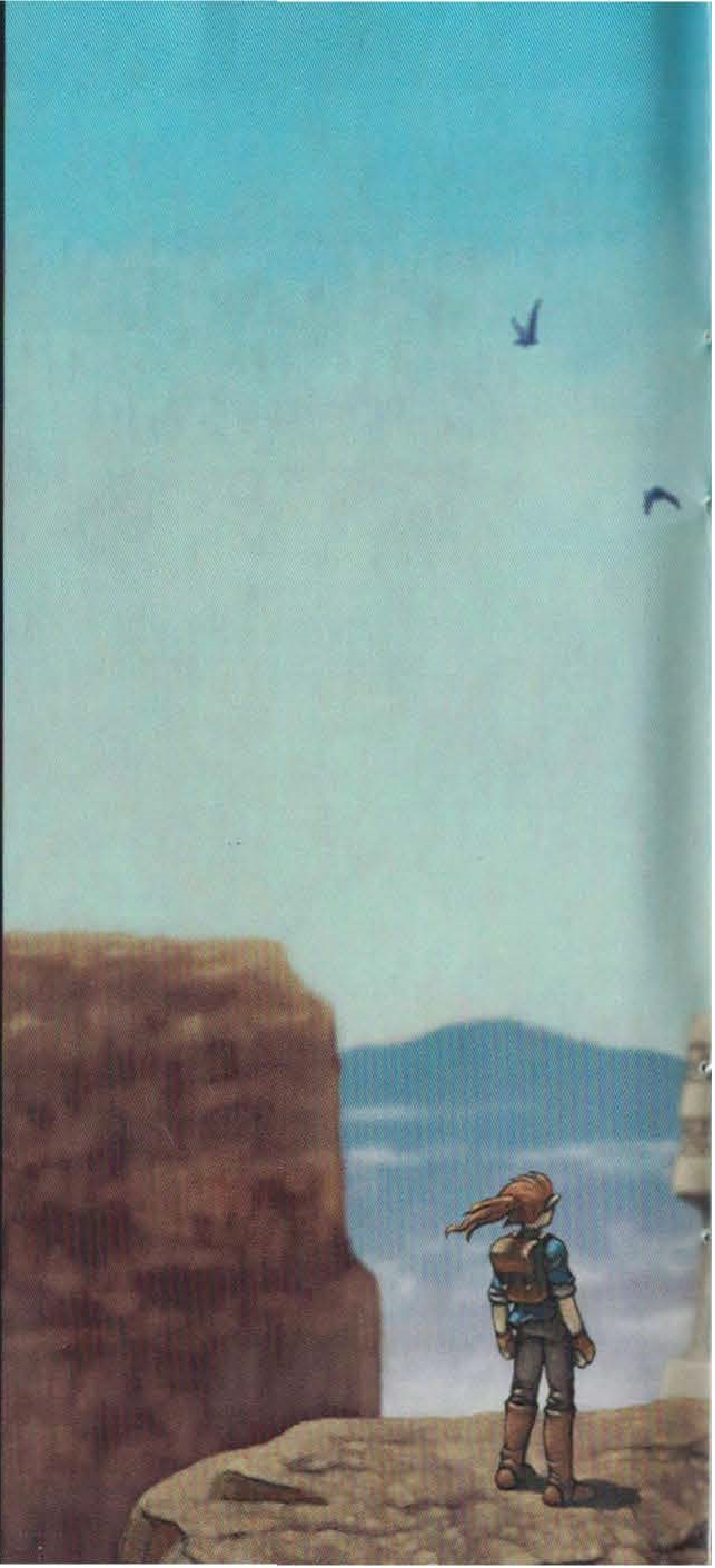
Idols

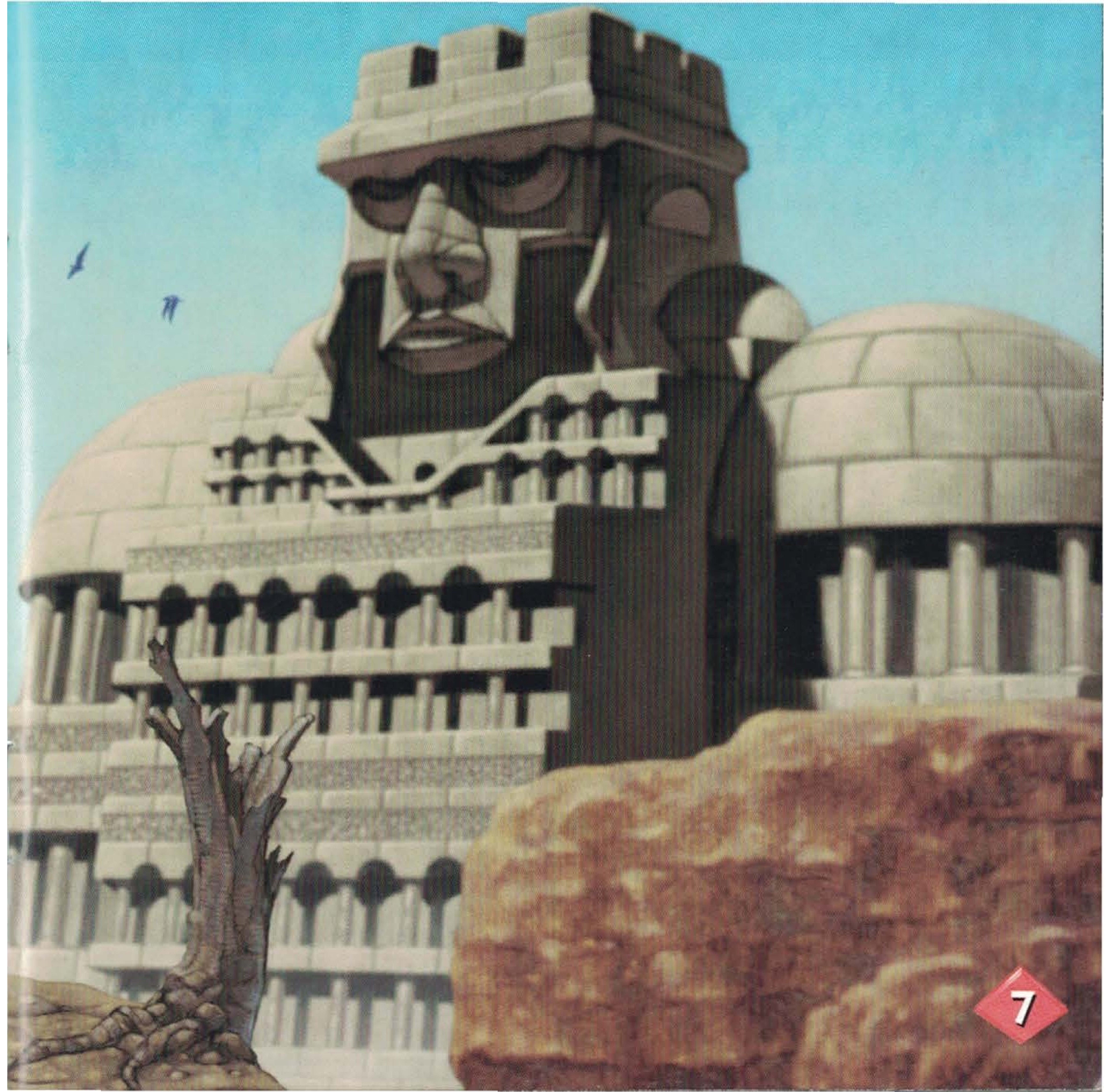
Idols have been used in the worship of gods since the beginning of recorded history. It was thought that the priests had their people use images so that they could better visualize their many gods.

The people of Inoa have used these idols to foster their relationship with their gods. Immense monuments were placed around the village of Inoa in honor of these gods. The people hoped they would gain the favor of the gods by means of these images. Their requests were always simple: long life, prosperity, good crops, and a bounteous family.

The King viewed himself as a deity, and didn't relish the prospect of sharing his subject's devotion with idols. So, seemingly without reason, he decreed that the images of the gods be destroyed.

Since they complied with the King's decree and destroyed their images, the people became fearful of divine retribution from the gods.





The Legend of Dreams

Since the dawn of time itself, dreams have held captive the interest of mortals. The fact that dreams many times mimic the reality of everyday life in often bizarre ways has never been fully explained, though there is no shortage of those that will try. Sometimes one will dream a dream so real, that when they awaken, it is difficult to discern if the dream was real or not.

This phenomenon has led some to believe that all dreams are reality, but shifted in time. Some are past, some are present, and some are future. Those that believe these things have taken to recording all of their dreams in the hopes that one day they will be able to predict what will happen to them.

It is rumored that there is a tribe of people known as "Elna" that can actually enter the dreams of others and "walk" in the lush gardens and dark corners of their subconscious. Once a person has gone to sleep and has entered into the state of dreaming, a member of the tribe of Elna can tune into their subconscious, and actually appear in the dream of the subject. This participation is unrestricted, and that fortunate Dreamwalker can move around freely and can actually become an active participant in the dream; even controlling the outcome.

There are also those that say that if one were to dream his own death, they would perish in reality as well. In the experience of those in Inoa, this is no mere legend. The people of Inoa will soon suffer a plague of death-dealing dreams. Only a true Dreamwalker has a chance of snatching them from the abyss of oblivion.

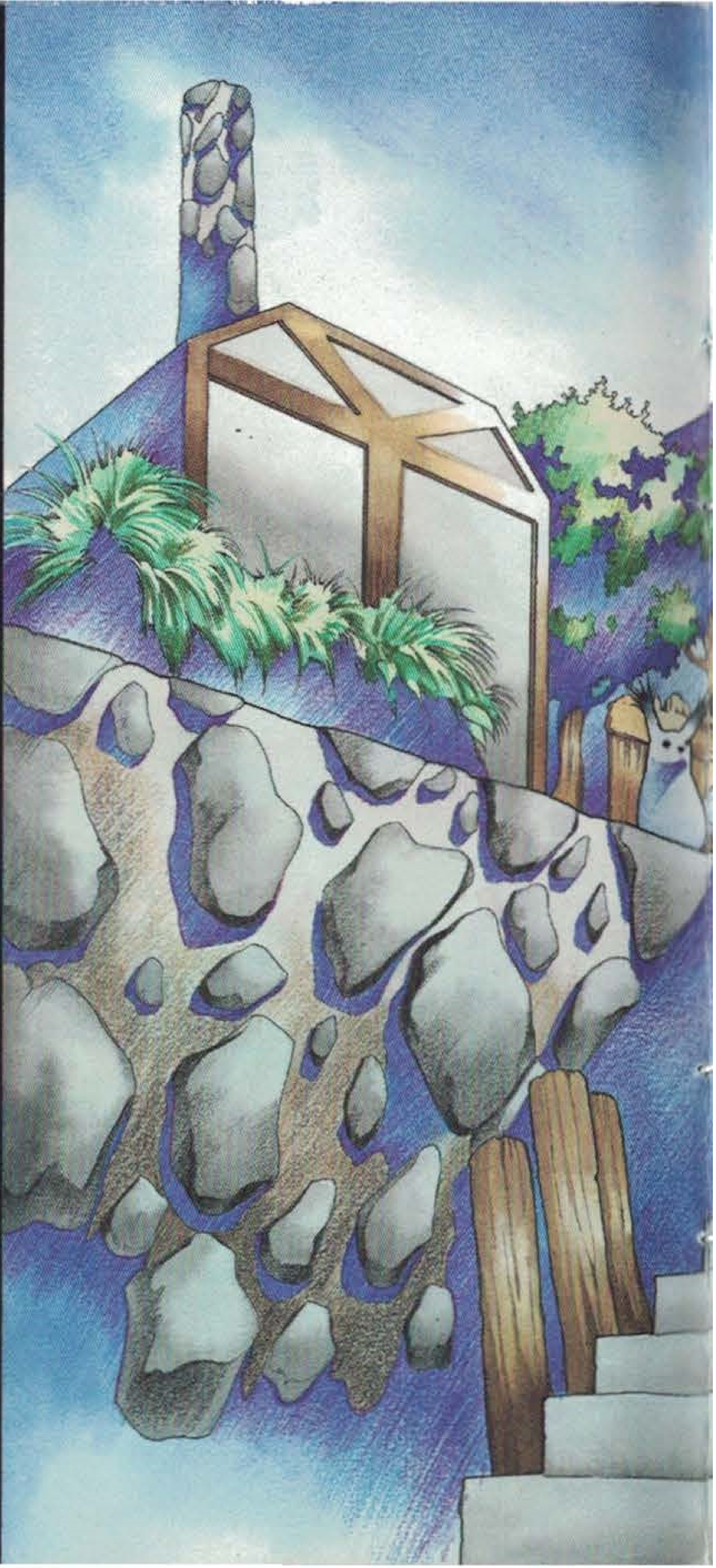
Background

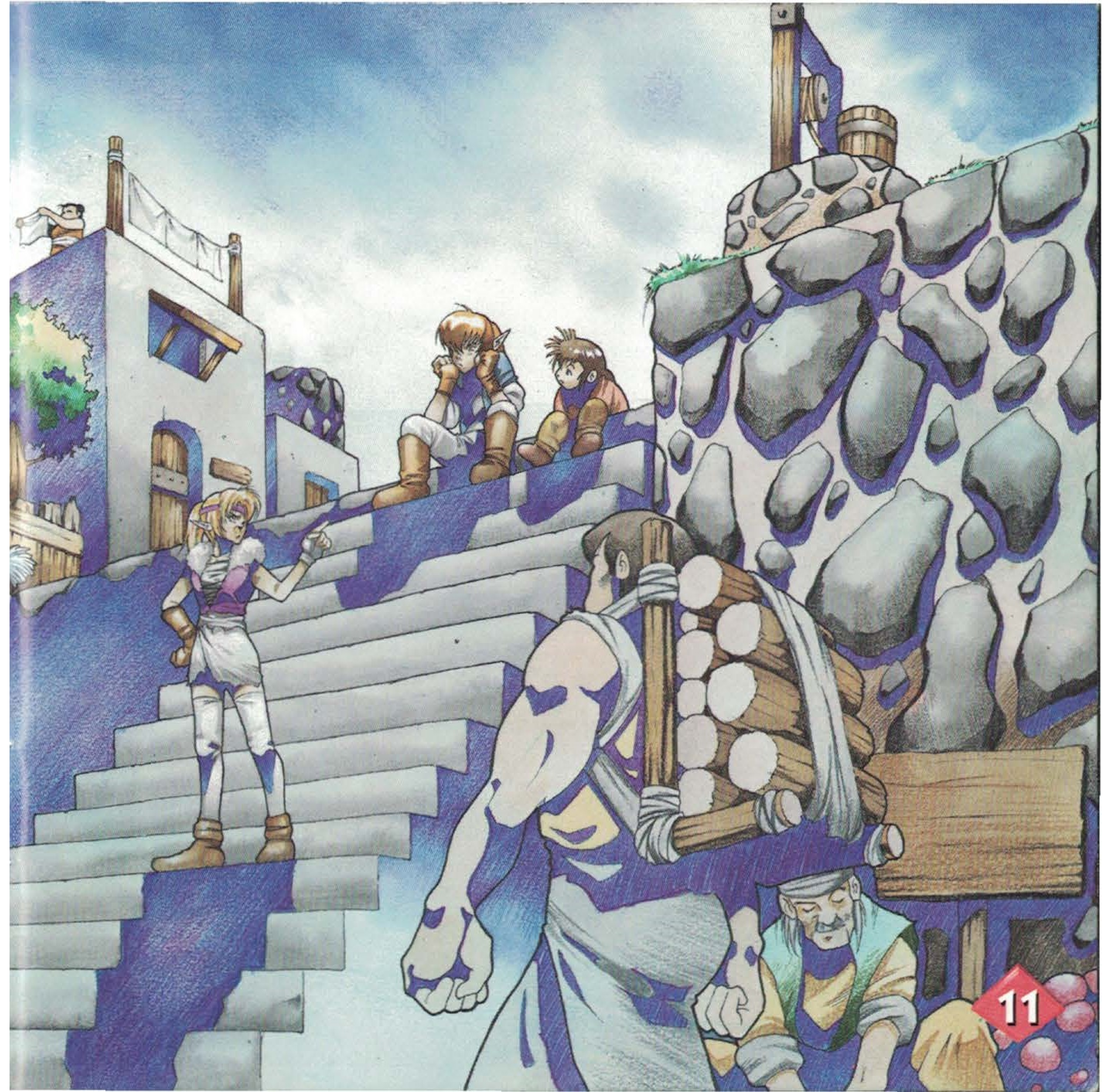
Alundra is gifted with the ability to walk between the worlds of the conscious and the unconscious. Not knowing if this is a curse or a blessing, Alundra has tried to help people tame their monstrous nightmares, but he is crippled by a lack of knowledge of how to use his skill effectively.

However, this time the dream is more personal. Every time that Alundra awakens in his dream, he sees the same images over and over again. In his dreams, he sees a man shrouded in a cloak. This guardian, Lars, implores him to journey to the village of Inoa. Lars has repeatedly told Alundra of the evil Id that once ravaged this world so many years ago. Lars urges Alundra to go to Inoa for the hopes and dreams of all lies in his hands alone. Lars has foreseen the very place in which this evil will awaken. It is a lake located north of the village of Inoa.

Plagued by these visions, and haunted by the words of Lars, Alundra boldly decides to board a ship that will soon set sail for the village of Inoa.

Thus, begins Alundra's greatest adventure...





Cast of Characters

ALUNDRA

Gifted with the ability to dreamwalk, Alundra is able to enter into people's dreams and actually change the outcome. In one of his own dreams, Alundra was instructed to journey to the village of Inoa. Is he ready for the nightmare that awaits him there?

MEIA

Meia is also of the tribe of Elna. However, she feels that Alundra uses his power quite carelessly, without regard for the consequences. Trusting no one fully but herself, Meia appears headstrong and distant, but harbors a heartbreaking secret...

JESS

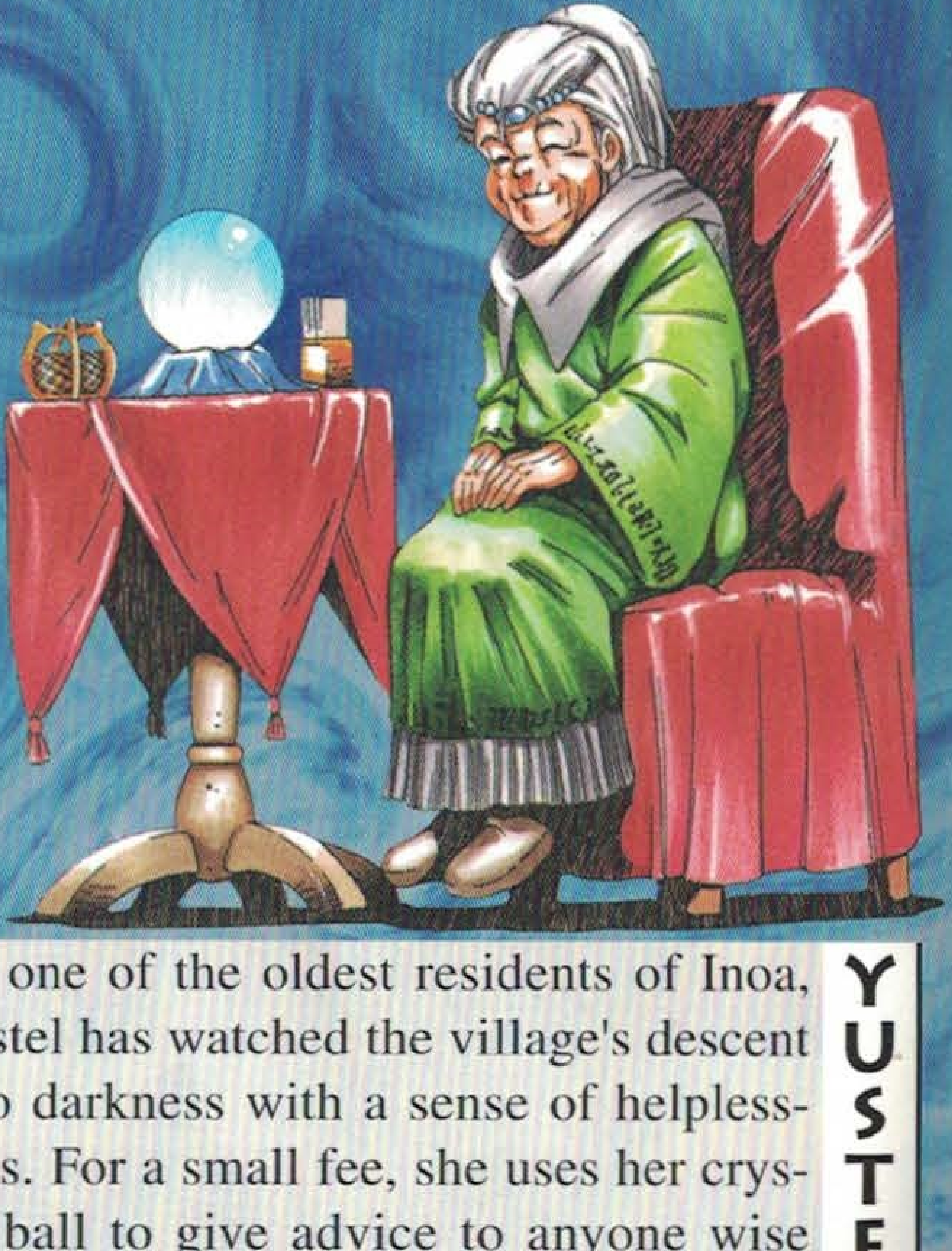
Jess is the local swordsmith in Inoa. He's a very caring person who sees a lot of his deceased son in Alundra. His fatherly nature moves him to help Alundra by making many custom weapons and items for his quest.

SEPTIMUS

Septimus has been researching dreams and nightmares for the past three years, ever since he came to Inoa. He hopes that one day his research can be used to save these people from their raging Id.

SYBILL

Sybill has the ability to dream only when she's awake. Her dreams seem to eerily portend future events with uncanny accuracy. Needless to say, she creeps a lot of villagers out.



YUSTEL

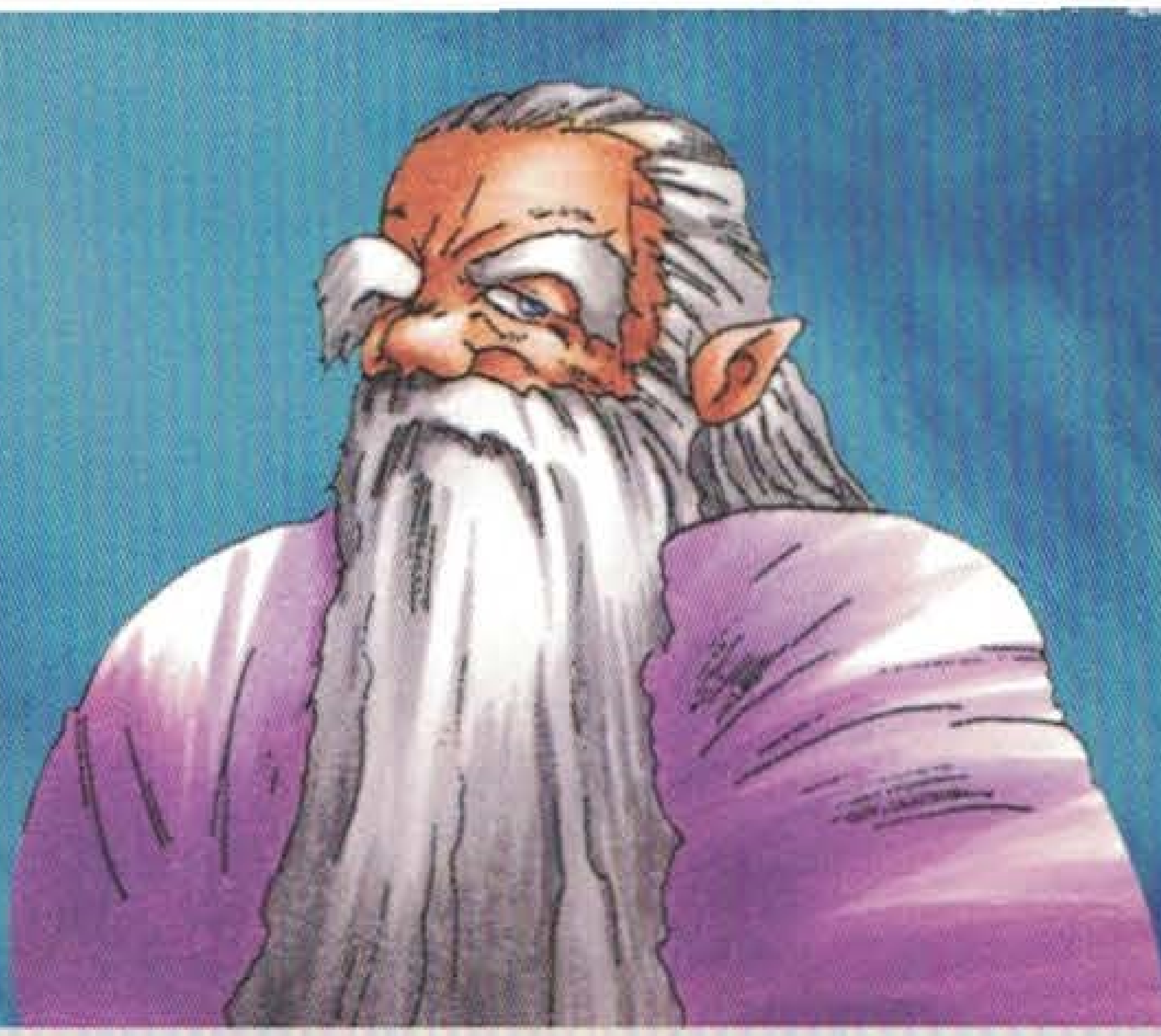
As one of the oldest residents of Inoa, Yustel has watched the village's descent into darkness with a sense of helplessness. For a small fee, she uses her crystal ball to give advice to anyone wise enough to inquire of her.

RONAN

As the only priest in the village, Ronan tries to impart his teachings to the local villagers. Since the King has ordered the destruction of their idols, Ronan is concerned that the villagers will abandon the gods.

GILES

Giles became extremely religious when he lost both of his parents in a freak gardening accident. He now works very closely with Chancellor Ronan in the Sanctuary, and lives with his long-suffering sister, Kisha.



NAVA

This wise man lives south of Inoa village in a little hut on the coast. He is very stubborn and despises intrusions on his privacy. The townspeople seem to think he knows more than what he's telling them.

ZAZAN

This leader of the rare white monkeys lives in the woods just northwest of the village of Inoa. He is currently trying to put the villagers on the list of endangered species.

LARS

He is the wise man in Alundra's dream who commands him to go to Inoa village. He is one of the guardians that confined Melzas so many years ago.

MELZAS

Legend tells of an alien that came from beyond the stars in order to feed off of the people's spiritual energy. However, seven guardians confined him and sealed him away in the lake north of Inoa. Many have come to believe this one to be Melzas...

ZORGIA

Melzas' right-hand thug is ready to do anything that his master commands. This philosophical agent of darkness hopes that one day Melzas will reward him by allowing him to rule this world.

Know Your Controller

In order to make it to the final confrontation with Melzas, take the time to become familiar with the controller. Your success depends on it.

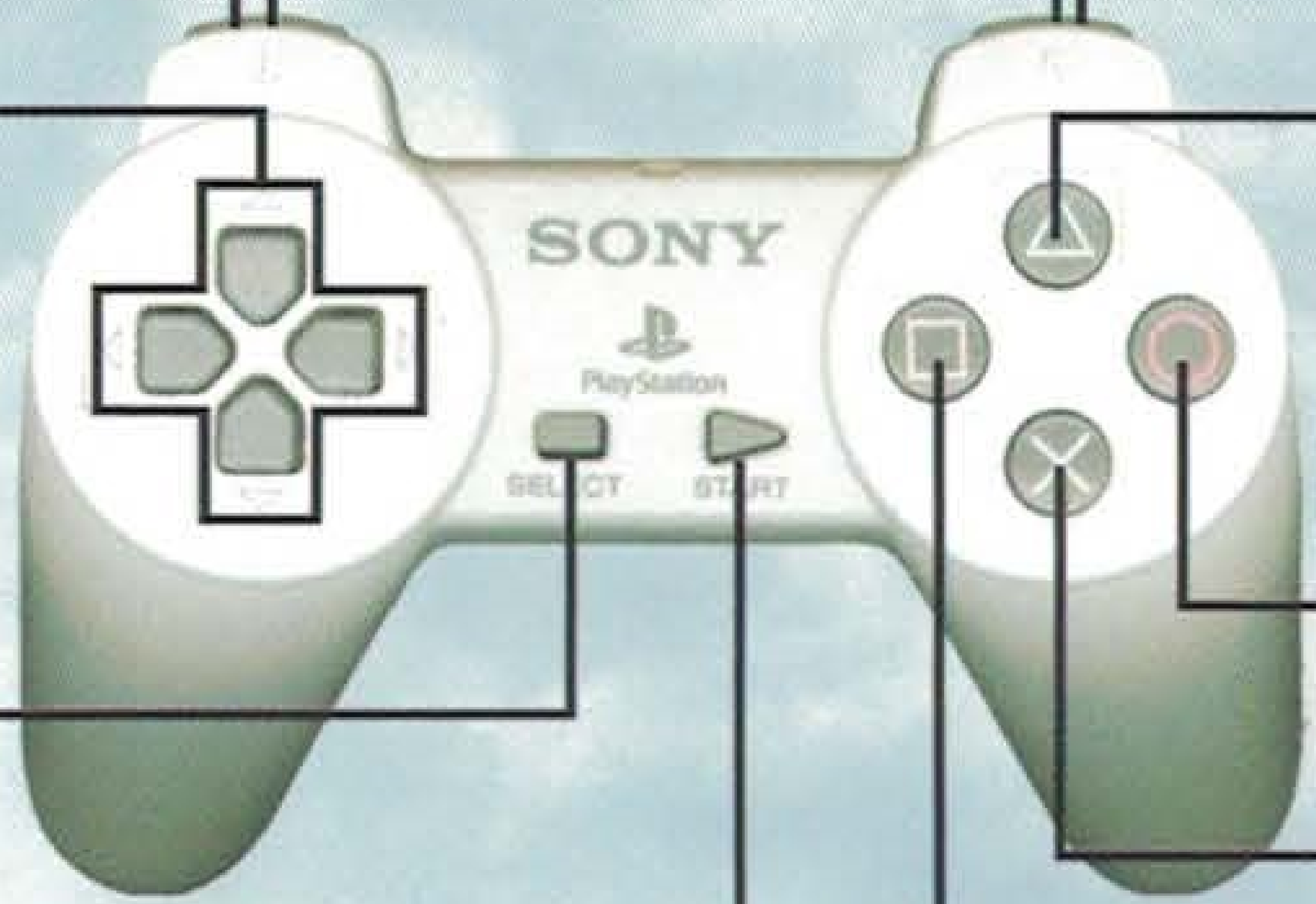
L1 BUTTON
- ★ Used to change between Status Screens.

L2 BUTTON
- ★ Opens and closes the Status Screens.

DIRECTIONAL BUTTONS
- ★ Moves character on the screen.
- ★ Moves cursor on menu items and in boxes that require a response.

SELECT BUTTON
- ★ Not used during game.

START BUTTON
- ★ Start the game, skip opening animation.
- ★ Opens and closes the Status Screens.



R1 BUTTON
- ★ Used to change between Status Screens.

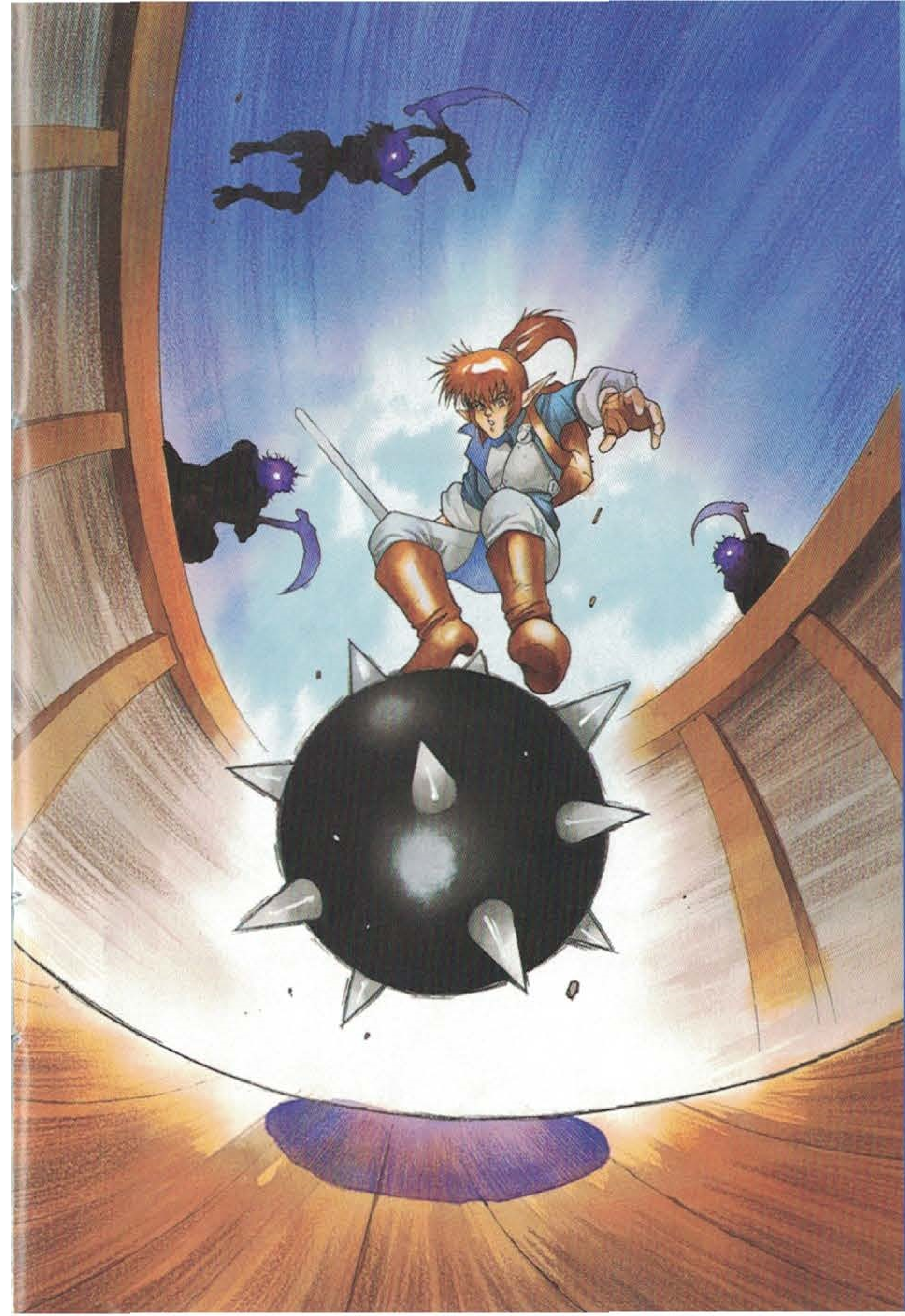
R2 BUTTON
- ★ Opens and closes the Status Screens.

△ BUTTON
- ★ Use this button with the Directional Buttons to make the character run.
- ★ Cancels Status Screen.

○ BUTTON
- ★ Use selected items.

✕ BUTTON
- ★ Makes character jump.
- ★ Confirm or cancel menu commands.
- ★ Selects inventory items.

□ BUTTON
- ★ Initiates conversations with townspeople.
- ★ Search for hidden items.
- ★ Use character's weapon.



ALUNDRA

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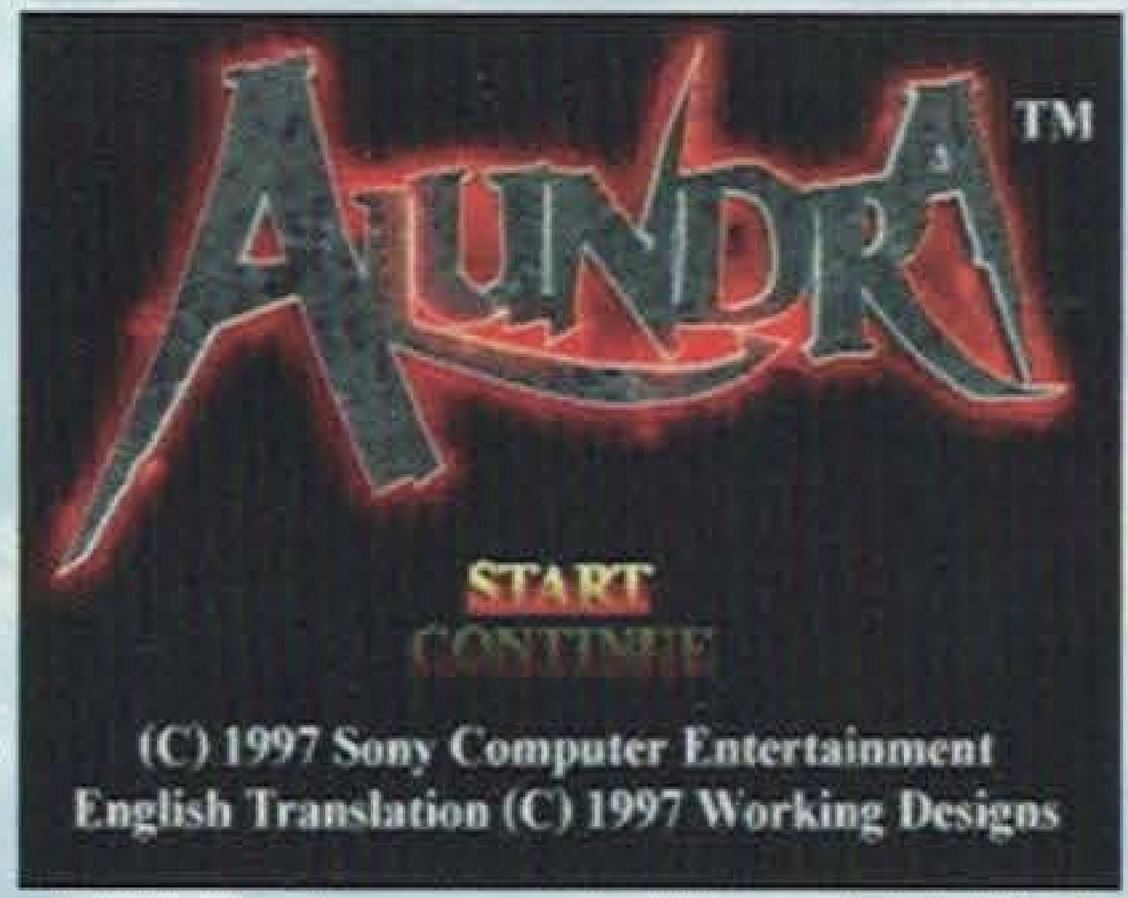
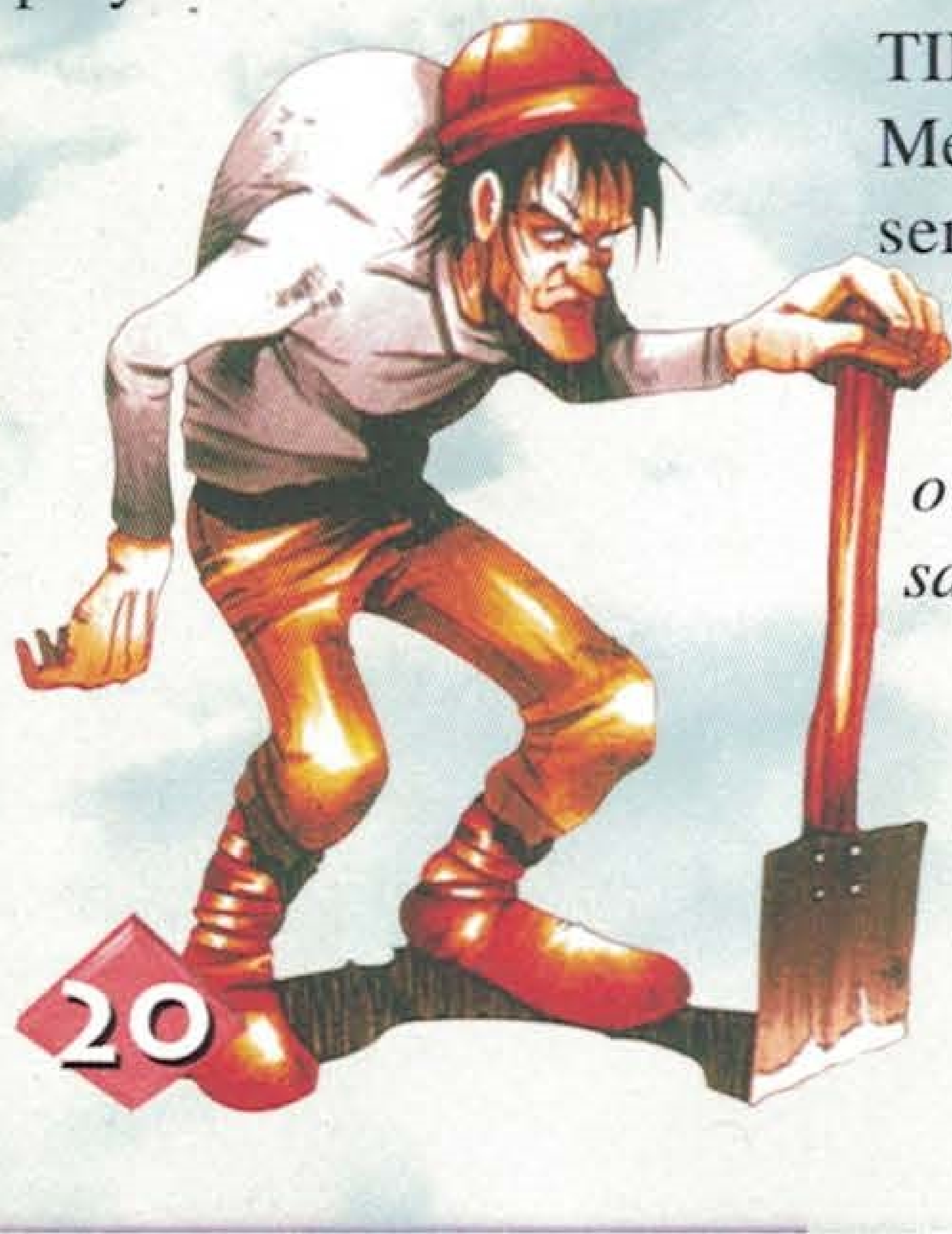
Starting the Game



After the beginning animation (which can be cancelled by pressing the START, or ⊗ button) the Title Screen will be displayed.

The Title Screen displays two options. "START," begins a new game. "CONTINUE," resumes playing a previously saved game. Before choosing "CONTINUE", make sure that the Memory Card is firmly inserted into Memory Card Slot 1. *Please do not remove the Memory Card or press reset during a save or a load.*

If "CONTINUE" is chosen, the previously saved games will be shown as diary books on the tables. Move Alundra to the table containing the diary you wish to open. When a book is opened, it will show the save location, maximum health points, and game time. To confirm the decision to continue from the selected point, select "YES", then press the ⊗ button. The game will load from the location selected. Cancellation of the operation is accomplished by selecting "NO", then pressing the ⊗ button.



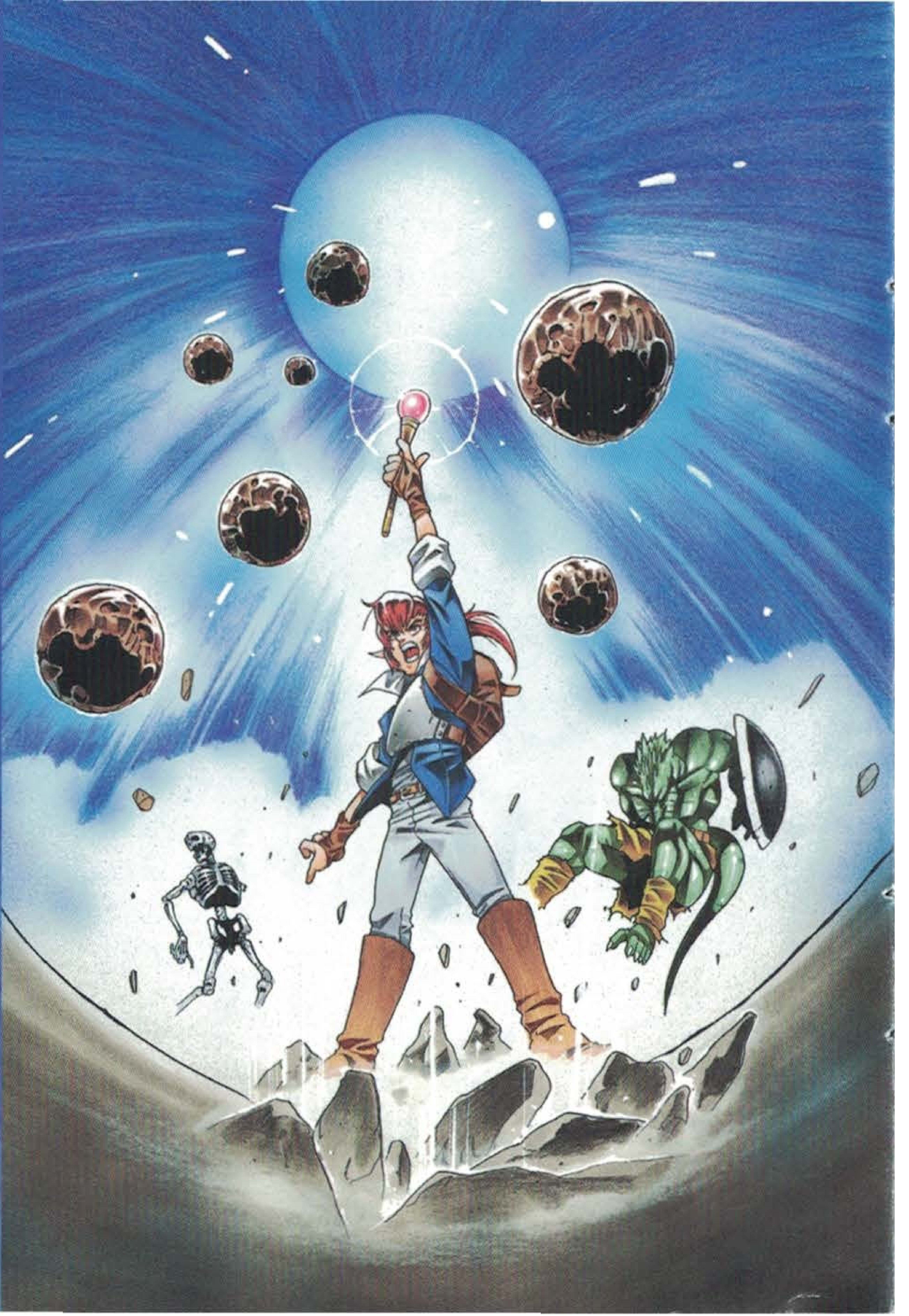
Alundra's life gauge will decrease when he receives damage during a fight. When Alundra's life gauge reaches zero (0), that's it - GAME OVER.

When the game is over, a screen will appear with the options of "QUICK RESTART" or "TITLE."

QUICK RESTART will continue from the last save point used. If the game hasn't been saved in a long while, you may be starting back quite some distance, so save the game frequently.

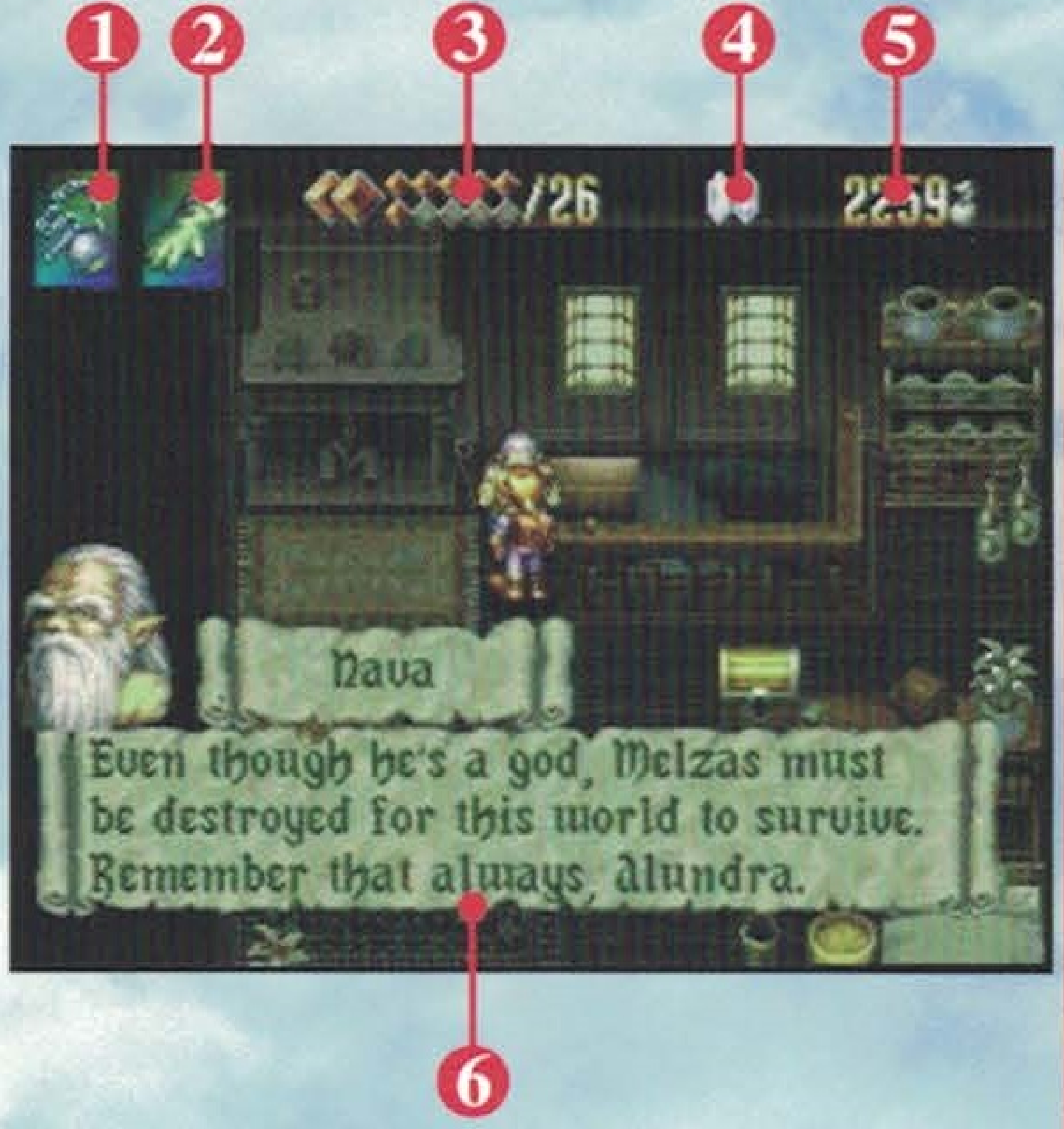
TITLE will return the game to the title screen and attract mode.

ALUNDRA



Game Screen

The main screen contains useful information regarding the game and Alundra's status, in six main areas: Equipment Window, Item Window, Life Gauge, Magic Gauge, Gilder, and the Dialogue Window. Take the time to become familiar with each area.



1 Equipment Window

Displays the weapon that is equipped. To use the weapon, press the □ button.

2 Item Window

Displays the item that is currently equipped. To use this item, press the ○ button.

3 Life Gauge

Character's current life gauge. When the character gets damaged, the life gauge will be decreased. Use healing items to recover power.

4 Magic Gauge

Character's current magic power. When the character uses magic, his magic gauge will decrease. To refill the gauge, use magic recovery items.

5 Gilder

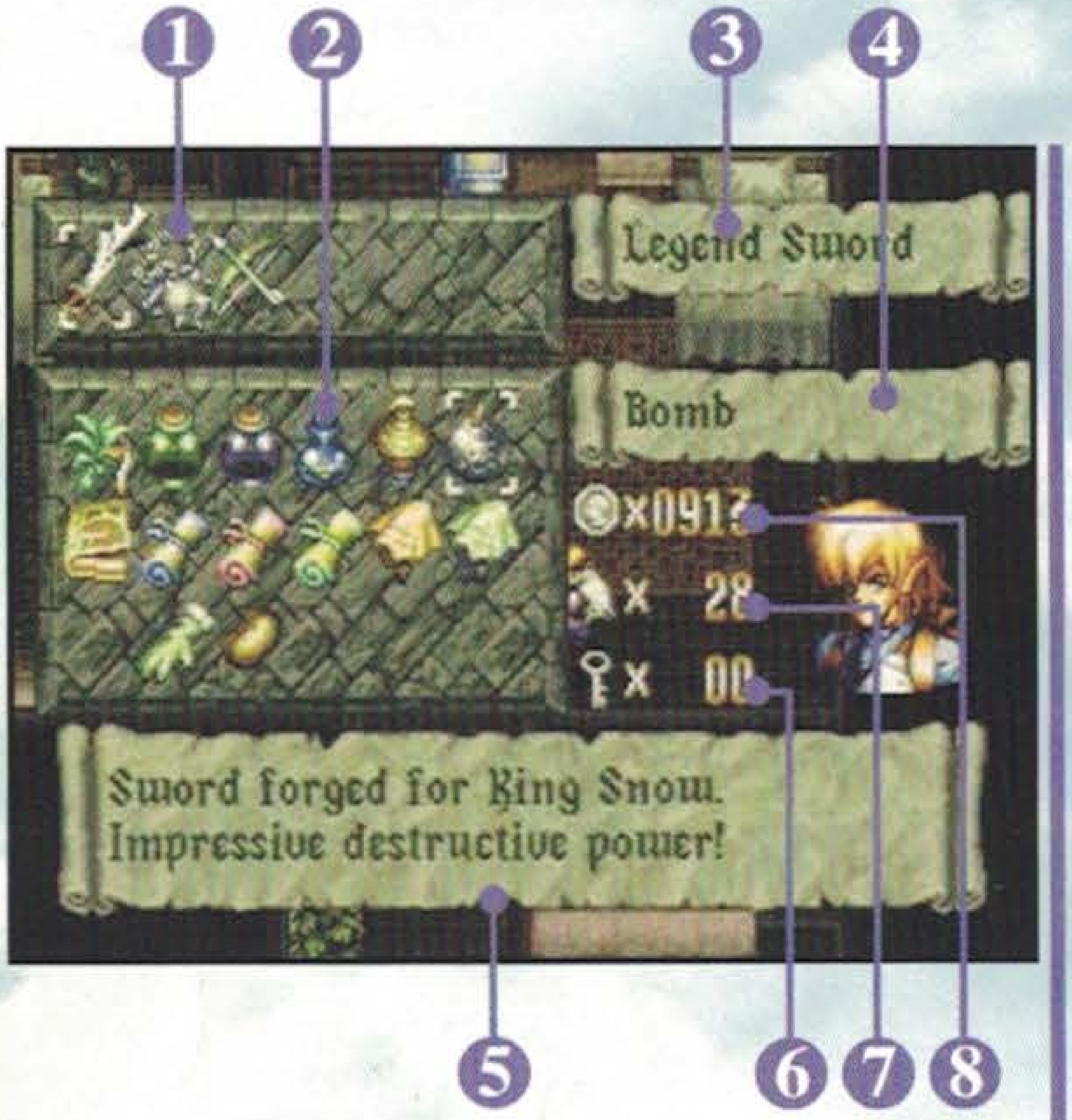
The amount of money being carried.

6 Dialogue Window

Shows the conversation between characters, character names, and other useful information.

Status Screens

The Status Screen displays the following: Weapon Window, Item Window, Weapon's Name, Item's Name, Message Window, Keys, Gilded Falcons, and Gilder. To view the Status Screen, press either the START, L2, or R2 button.



1 Weapon Window

Weapon arsenal. To select a weapon, move the cursor to that weapon, then press the ⊗ button. The weapon will then be equipped.

2 Item Window

Item inventory. An item can be selected by moving the cursor to that item, then pressing the ⊗ button. The item will then be available for use.

3 Weapon's Name

Name of the currently equipped weapon.

4 Item's Name

Name of the currently equipped item.

5 Message Window

The message window displays important information about the Status Screen.

6 Keys

The number of keys that have been collected.

7 Gilded Falcons

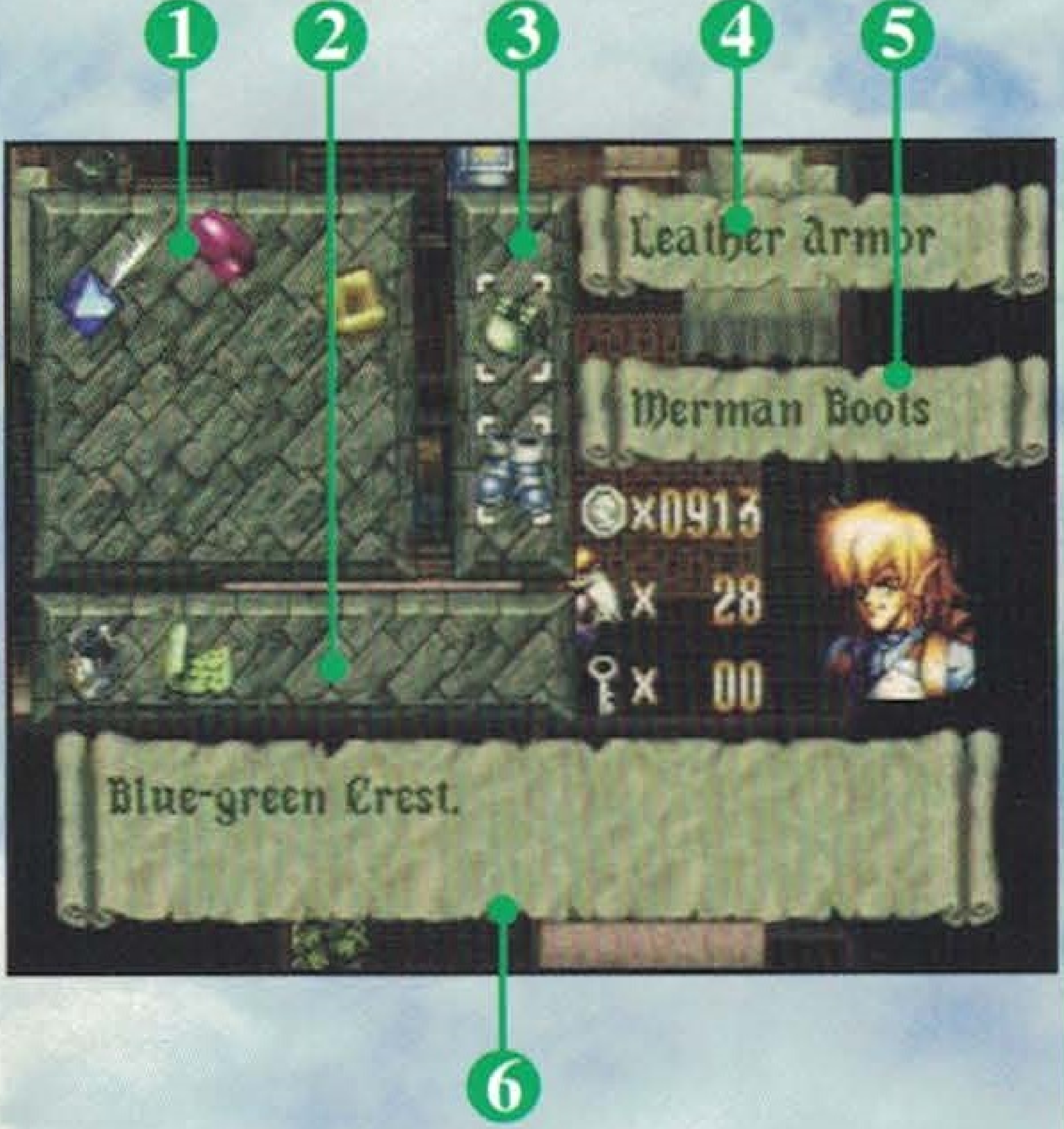
The number of gilded falcons in Alundra's inventory.

8 Gilder

The amount of gilder being carried.

Status Screens

The Sub-status Screen displays the following: Crests, Special Items, Protectors, Armor Name, Footwear Name, and Message Window. These items cannot be equipped. To view the Sub-status Screen, press L1, or R1 button.



1 Crests

Displays the crests that have been collected during the game. Their use will become obvious later in the game.

2 Special Items

Displays any special items received during the game. These items cannot be used directly by Alundra.

3 Protectors

Displays the armor and boots currently equipped. Protectors will be equipped automatically.

4 Armor Name

Displays the name of the armor that is currently equipped.

5 Footwear Name

Displays the name of the boots that are currently equipped.

6 Message Window

The message window displays important information about the Sub-status Screen.

Character Skills

In order to make it through all of the intense, action-packed dungeons, it's extremely important that special character skills be mastered. Without mastering these basic skills, it will be impossible to get anywhere worthwhile.

Take the time to master each of the skills listed on the following pages before trying to become a hero, or you may end up a corpse instead. Start with the basic skills such as walking (if you can't master this skill, it's time to seek professional help), then advance to the more advanced skills of running or tackling. Don't worry, once these skills are mastered, the rest of the game will be a piece of cake...in your dreams! In reality, it's going to take a lot more than these skills to get through this little nightmare. But, they're a nice place to start.

Command List

Command	Button
Walk	Directional Buttons
Jump	✕ Button
Run	△+Directional Buttons
Tackle	○, □, or ✕ Button when Running
Attack	□ Button
Charge Attack	Hold down the □ Button
Pick Up Items	□ Button+Directional Buttons
Throw	□ Button
Conversation	□ Button
Investigate	□ Button
Use Equipped Item	○ Button

Walk

Directional Buttons

To move Alundra around on the screen, use the Directional Buttons. Alundra can move up, down, left, right; as well as, diagonal. If this skill is to hard to master, don't bother thinking about playing this game!

Jump

✕ Button

By pressing the ✕ button, Alundra will jump. To have Alundra jump to a different location use the Directional Buttons and the ✕ button together and Alundra will jump to the desired location. For help in making sure Alundra jumps to a specific location, watch his shadow. His shadow is the best indication as to where he will land.

Run

△+Directional Buttons

By pressing the Directional buttons with the △ button, Alundra will run in the direction that is being pressed. If another direction is chosen while running, Alundra will be able to continue running. However, it takes a lot of practice in order to master this skill.

Tackle

○, □, or ✕ Button when Running

If the ○, □, or ✕ button is pressed while Alundra is running, he will elbow the enemy. By tackling the enemy, Alundra will cause them damage. However, the damage will not be as powerful as using a weapon, so this maneuver is best left to the realm of impressing your weak-minded friends.

Attack

□ Button

To attack the enemy, press the □ button. Alundra will attack the enemy with the weapon that is currently equipped. The amount of damage done to the enemy will vary, depending on which weapon is being used. Take the time to experiment with weapons. By using the right weapon on a monster, the time required to defeat it is reduced, sometimes dramatically.

Charge Attack

Hold down the □ Button

Alundra can be equipped with swords, flails, bows, and wands. Certain weapons will allow Alundra to do a more powerful charge attack in addition to the regular one.

To do a charge attack, hold down the □ button until Alundra begins to flash. When Alundra is flashing, move toward the enemy and release the □ button. The charge attack will then be carried out in the direction Alundra is facing, causing severe damage to the enemy.

Pick Up Objects

□ Button+Directional Buttons

Alundra can pick up objects to use in solving puzzles. To pick up an object, position Alundra so that he is next to the object. Next, push the □ button while pressing the Directional Button toward the object. Alundra will then pick up the object.

Throw

□ Button

Once an object has been picked up, simply press the □ button again to throw the object. If the □ button is pressed while pressing a Directional Button, the object can be thrown further than normal. Also, jumping will sometimes allow objects to be thrown further.

Be careful not to throw all of the objects, some of them are extremely fragile and will easily break if they are mishandled.

Conversation

□ Button

To begin a conversation with one of the villagers, make sure that Alundra is standing next to them, and press the □ button. After the □ button is pressed, Alundra can then converse with the villager. Pay close attention to what the people say. Many times their messages will tell Alundra what to do next. They will also help him solve some of the many puzzles he'll be faced with in the game.

Investigate

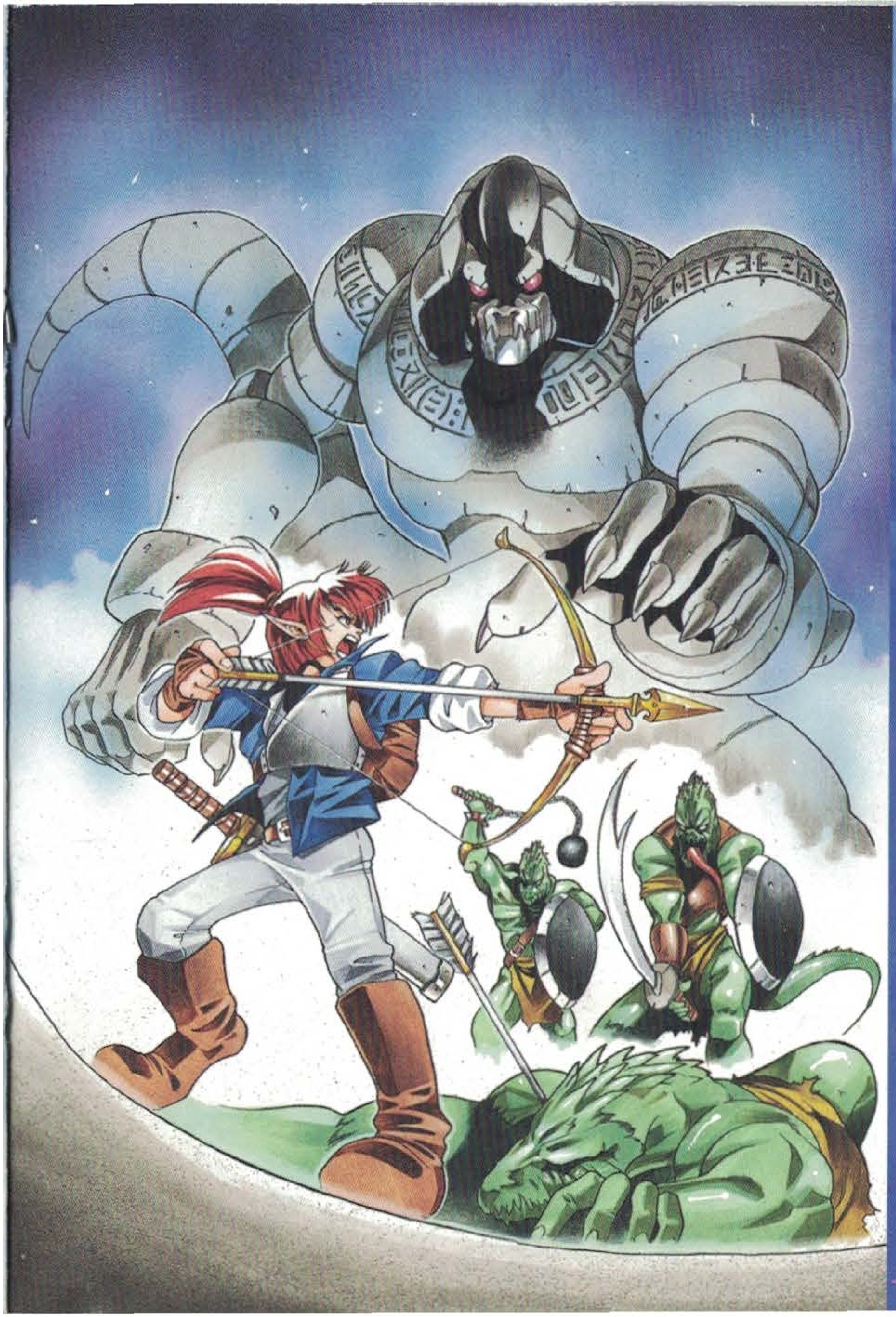
□ Button

If anything looks strange or unusual, press the □ button to examine it. It is important to investigate everything. Doing so just might help Alundra solve the many puzzles in the game.

Use Equipped Item

○ Button

To use an item, first make sure that the item is displayed in the Item Window. Then to use that item, press the ○ button. Alundra will use the currently equipped item. If only one of the items remained when ○ was pressed, the item will disappear from the equipped item box at the top of the screen.



ALUNDRA

Playing the Game

1 SAVING THE GAME

The following pages deal with basic game mechanics and strategies, such as: saving games, buying goods, fighting, recovering health and magic points, how to get past traps, and how to solve some of the mysteries in the game.

In Alundra the save data will be written to a diary book. There is a diary book located on the second floor of Jess' house and in some cases, they can be found inside a few of the dungeons. To save a game, stand in front of the diary book, and press the ○ button. The Save Screen will then be displayed.

Alundra can use a maximum of four diary books. Once the Save Screen is displayed, use the up or down Directional Buttons to select a book in which to record the game's save data. After selecting a book, press the ○ button. To confirm the decision to save the game, select "YES." Press the ✕ button. The game will then be saved. To cancel and return to the Save Screen, select "NO." Press the ✕ button. *Please do not remove the Memory Card or press reset during a save or load operation.*

2 SHOPS

Throughout the game, there will be shops in which items can be purchased. In order to buy an item, Alundra must first have enough gilder to purchase the item. Gilder can be acquired by destroying enemies, searching treasure boxes, and clearing the different plants found around the village.

To purchase an item, first pick up the item (use the □ button + the Directional Buttons). Next, take the item and throw it on the counter next to the cashier. Once the item has been placed on the counter, the cashier will then tell Alundra the price for that item. To purchase the item, select "YES", then press ✕. The item will be purchased and added to Alundra's inventory. To cancel the purchase, select "NO", then press ✕.

3 FIGHTING

Once outside of the village, and sometimes inside the village, Alundra will be vulnerable to attack from the many different monsters. Before blindly attacking the enemy, watch the enemy first. The enemies usually attack in the same manner. Once their attack pattern has been determined, slay the beast. If you rush in unprepared, defeat will not be far off.

If Alundra receives damage during an attack, his body will flash for a brief period of time. During this time, Alundra will be invincible to other attacks. Also, when the enemies receive damage, they will flash for a brief period of time. During this time they will be invincible as well, so be careful. With more powerful monsters, it is wise to attack, then back off until the enemy stops flashing before attacking again.

4 RECOVERING POWER

Alundra can recover his power through the use of items. There are a number of ways to refill Alundra's Life Gauge; use items purchased in shops, items found in treasure chests, items found after killing monsters, or use the recovery areas found near save points in certain dungeons. Before entering a dungeon, make sure that Alundra's inventory is full of healing items. They become a necessity when Alundra is stuck at the bottom of one of the dungeons and his health points are decreasing rapidly.

Take advantage of the recovery areas that are located in many of the dungeons in the game. Here, both Alundra's health and magic can be recovered. To recover health or magic, simply stand on one of the triangles and it will replenish either Alundra's health or magic. The game can also be saved by accessing the diary.

5 TRAPS

There are two kinds of traps found in the game: ones that cause damage, and ones that prevent Alundra from proceeding in the dungeon. There are a number of items that will cause damage to Alundra, such as suspicious looking rocks, iron balls, spiked balls, and other similarly sinister objects.

Certain traps that prevent Alundra from proceeding will require a lot of thought in order to make it past them. For instance, if Alundra becomes locked in a room, look for switches to hit, or try killing all of the monsters in the room. If an object is blocking the way, try to move it by pushing or lifting. If the object can't be moved, try destroying it with weapons or magic. If that doesn't seem to work, it just might be a dead end. In which case, look for another way.

6 PUZZLES

Not only is this an intense action game, but it is also a thinking man's puzzler. Many of the puzzles require certain things to happen in just the right order so that the puzzle can be solved. For instance, if there are multiple switches in a room, Alundra must hit the switches in just the right order so that he can proceed. Generally there is at least a cryptic sign nearby to help in solving the puzzle, so be very observant.

The solution to many of the puzzles can also come in the form of a riddle. Think about what's being said, and react appropriately.

Arms and Armor

Descriptions of Alundra's weapons and armor are found on the following pages. Take the time to become familiar with them. As always, success depends on it.

Swords

Swords are one of the most effective weapons in the game. Not only are they one of the easiest weapons to use, but they have high attack power. The only drawback to this weapon is that Alundra has to get an arm's length away from the enemy in order to kill them.

DAGGER

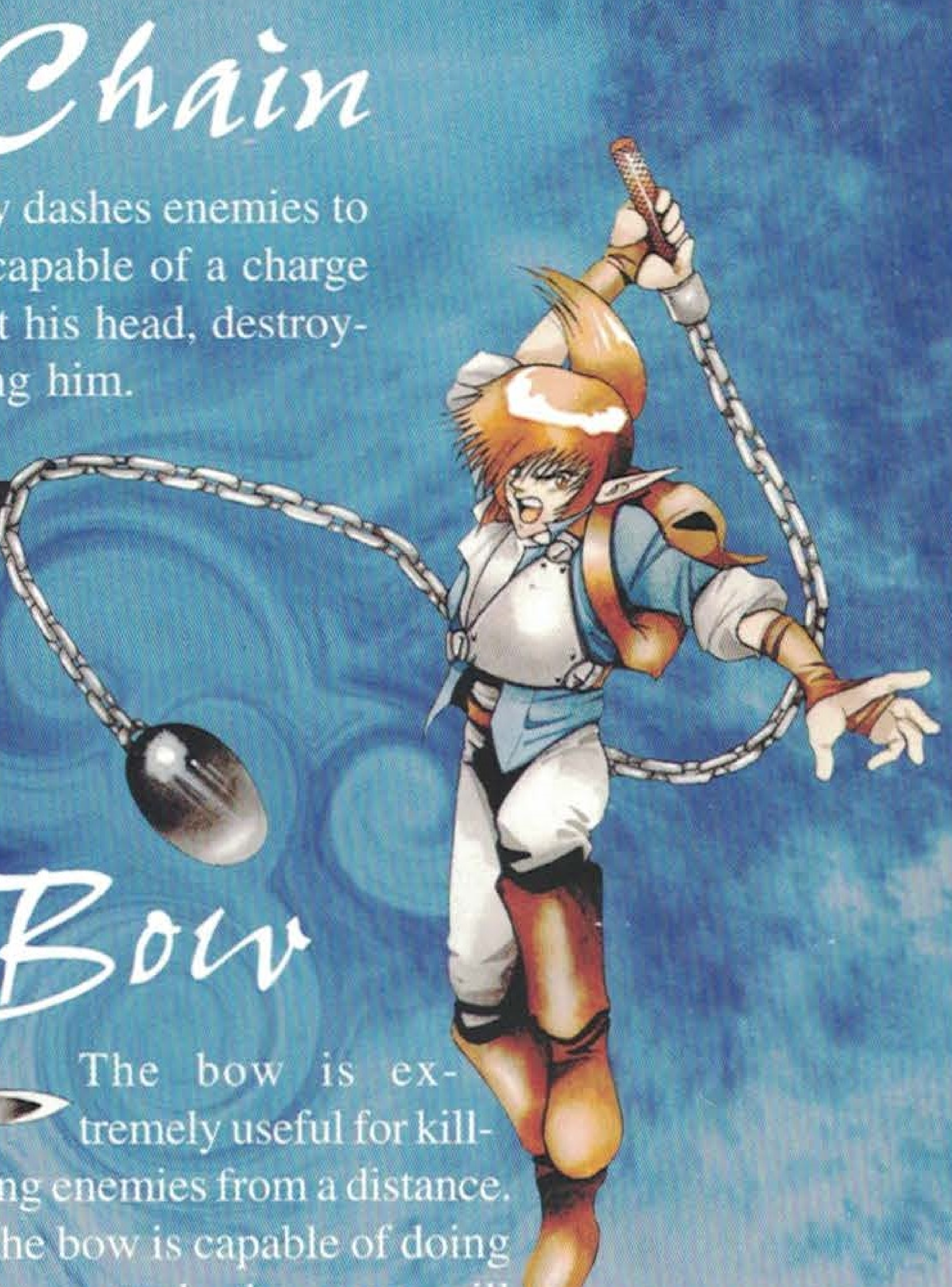
This is the first weapon that Alundra receives during the game. It is an effective lightweight weapon; however, Alundra cannot do a charge attack with this sword.

LEGEND SWORD

This is a heavy and extremely powerful sword that effortlessly slices through flesh and bone with ease. With this kind of power, a charge attack isn't necessary.

Ball and Chain

This high performance weapon not only dashes enemies to pieces, but also bricks. If the flail is capable of a charge attack, Alundra will spin the flail about his head, destroying all the enemies that are surrounding him.



IRON FLAIL

This will easily become one of Alundra's favorite weapons. It is an extremely powerful weapon that is easily capable of destroying certain walls and blocks.

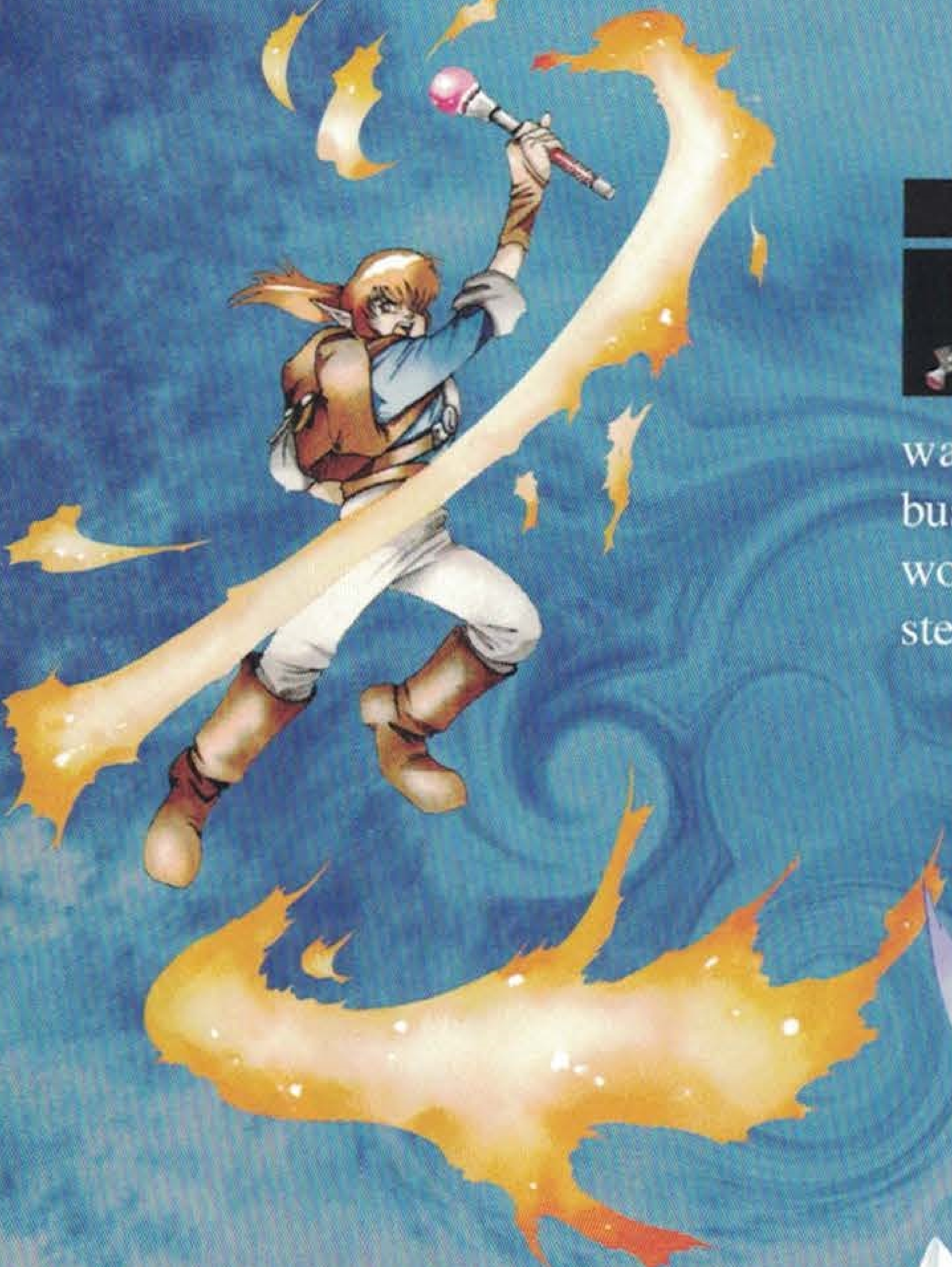
Bow

The bow is extremely useful for killing enemies from a distance. If the bow is capable of doing a charge attack, the arrow will shoot through a number of enemies.

HUNTER'S BOW

This bow is very useful when trying to keep some distance between Alundra and the enemy. However, it cannot do a charge attack, and is weak.

Wands



FIRE WAND

The Fire Wand isn't as powerful as the swords or flails; however, a charge attack is possible. This wand can be used to burn down thorny bushes, as well as melt ice barriers. Don't worry about its power, it still can fry monsters - it just takes longer.

ICE WAND

The Ice Wand, like the Fire Wand, isn't as powerful as the other weapons, but a charge attack is possible. Use this rod to freeze bosses, enemies, and fire barriers.

Armor

Armor is one of the most essential items in any adventurer's bag of tricks. The more effective the armor is, the less damage Alundra will receive from enemies and traps. *Note: Armor will be automatically equipped.*

CLOTH ARMOR

The cloth armor will help keep Alundra safe from the elements; however, its defensive ability is very low. Get rid of this armor as soon as possible.

LEATHER ARMOR

The leather armor is more effective than the cloth armor. Fashionable and very functional, this armor is a must-have!

Footwear

Boots not only keep Alundra's feet warm, but they are also one of the most important items in the game. By upgrading his boots, Alundra will be able to jump higher, jump in sandy areas, swim, and, last but not least, be able to walk on fire. *Note: Boots will be automatically equipped.*

NORMAL BOOTS

These boots were made for walking, and that's just what they'll do. But these crappy boots won't do much else for you.

LONG BOOTS

These boots will help to increase Alundra's ability to jump. They will also make it possible for him to walk and jump in sandy areas. He still will not be able to swim or walk on fire.

Items

During the game, many items can be found in treasure boxes, or bought at local shops. Many are located in secret areas of the game. Here is a brief overview of some of the many items that can be found.

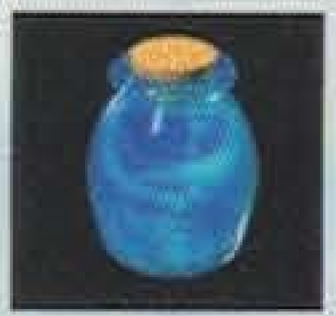
HERBS

This bunch of medicinal herbs will recover approximately one-quarter of Alundra's health. Alundra is only able to carry nine (9) herbs in his inventory.

STRENGTH TONIC

This tonic is able to recover half of Alundra's health. Unfortunately, Alundra is only able to carry one (1) in his inventory.

STRENGTH ELIXYR



This health potion will recover all of Alundra's health. Since Alundra is only able to carry one (1) of these large potions in his inventory, make sure that he has one before going into a dungeon.

MAGIC ELIXYR

Restores Alundra's magic power to maximum. Upon learning magic, make sure that Alundra is always stocked with one (1) of these items in his inventory.

WONDER ESSENCE

If this resurrect potion is located in Alundra's inventory, Alundra will recover all of his health and magic power when he dies. Alundra can only carry one (1) of these resurrection potions in his inventory.

BOMB

Blows things up. Yes, the only purpose for this item is to cause mass destruction. The bomb will explode in five seconds. So make sure to get out of its way. But, Alundra has a bottomless supply, so blast away!

The items described below will give Alundra an immediate boost of health or magic power. If Alundra's health or magic is at full power, then these items will have no effect.

SMALL LIFE DROP

This small drop will increase Alundra's life gauge by two (2). These can be found by killing monsters, or by destroying the vegetation.

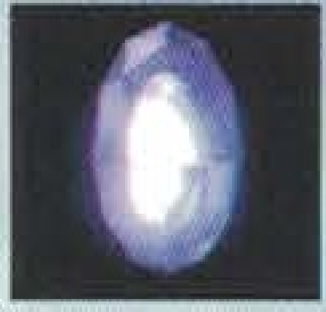
LIFE DROP

This life drop will recover one-quarter of Alundra's health.

LARGE LIFE DROP

This large life drop is extremely valuable since it will recover half of Alundra's health.

MAGIC DROP



This will allow Alundra to recover magic power one drop at a time.

These items will increase the maximum number of health and magic points. They are described below.

LIFE VESSEL

A life vessel will increase Alundra's life gauge by one. Life vessels can be found in treasure chests hidden in dungeons, or throughout the world. Take the time to find as many as possible. They just may help prolong Alundra's life.

MAGIC SEEDS

Alundra's magic gauge will be increased by one every time one of these items are found. Magic seeds can be found in treasure chests hidden in dungeons, or throughout the world.

Magic

Upon receiving a magic scroll, Alundra will be able to use magic. The scroll can later be upgraded to a book. Every time Alundra uses magic, his magic power will be decreased by one. Here is a brief overview of the magics.

EARTH

By using the power of the earth, Alundra will be able to send elements of the land to decimate enemies.

WATER

This magic will create a water shield around Alundra, protecting him from enemies. At the same time, Alundra will be able to recover some of his health.

FIRE

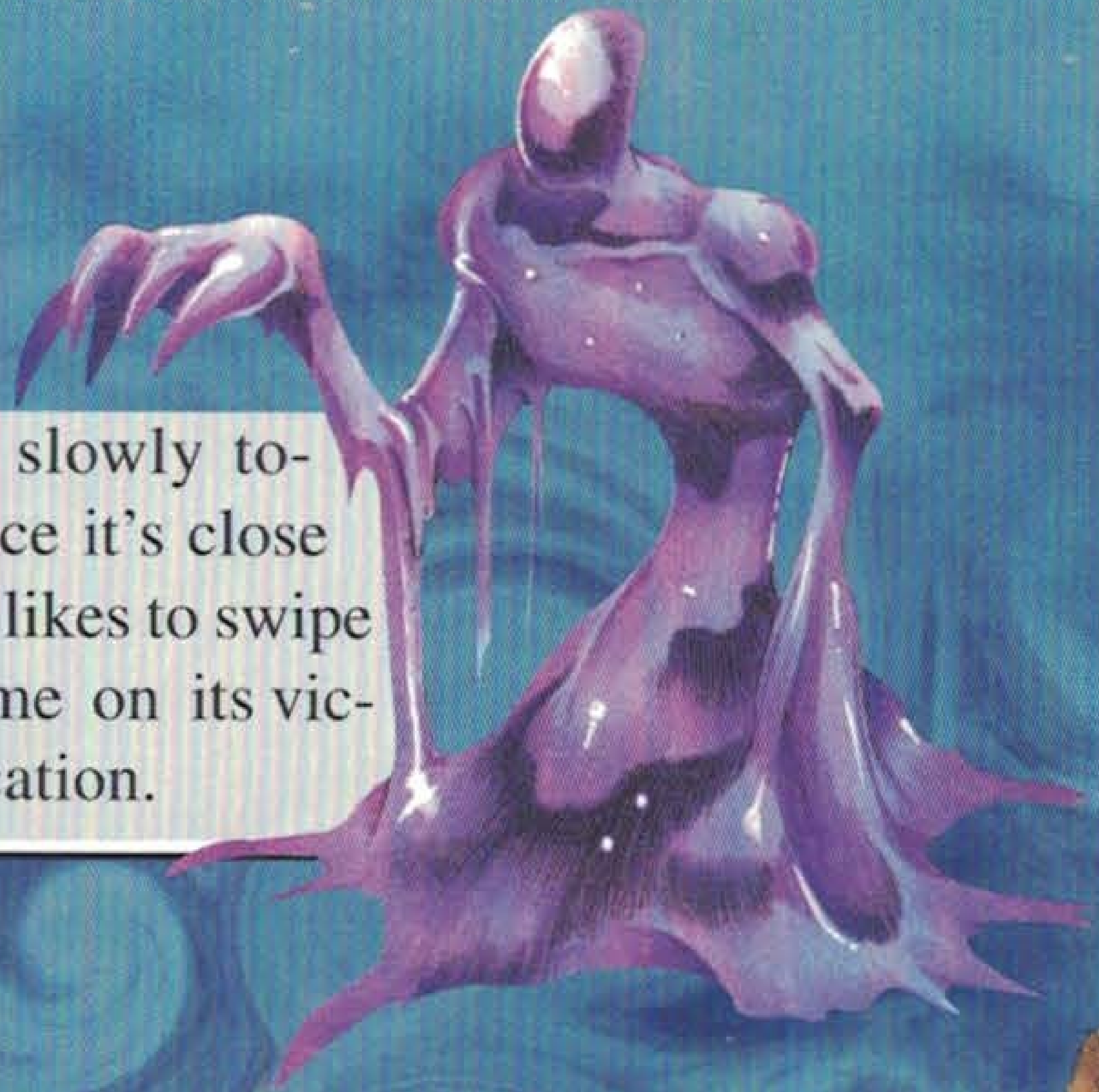
By controlling the element of fire, Alundra can dish out fiery damnation on his enemies. The intense heat should toast any foe that strays too close.

WIND

This magic scroll harnesses nature's intense fury to completely obliterate any foe. If Alundra is in a really sticky situation, it just might be time to break wind.

ALUNDRA

Monsters



SLIME

This slime moves slowly towards its prey. Once it's close by, it'll stand up. It likes to swipe and leave acidic slime on its victim, causing suffocation.

MURGG

These simians are a real pain-in-the-butt. They attack fast and furious, but seemingly at random. The only good thing about them is that they have low defensive power.

GRAGG

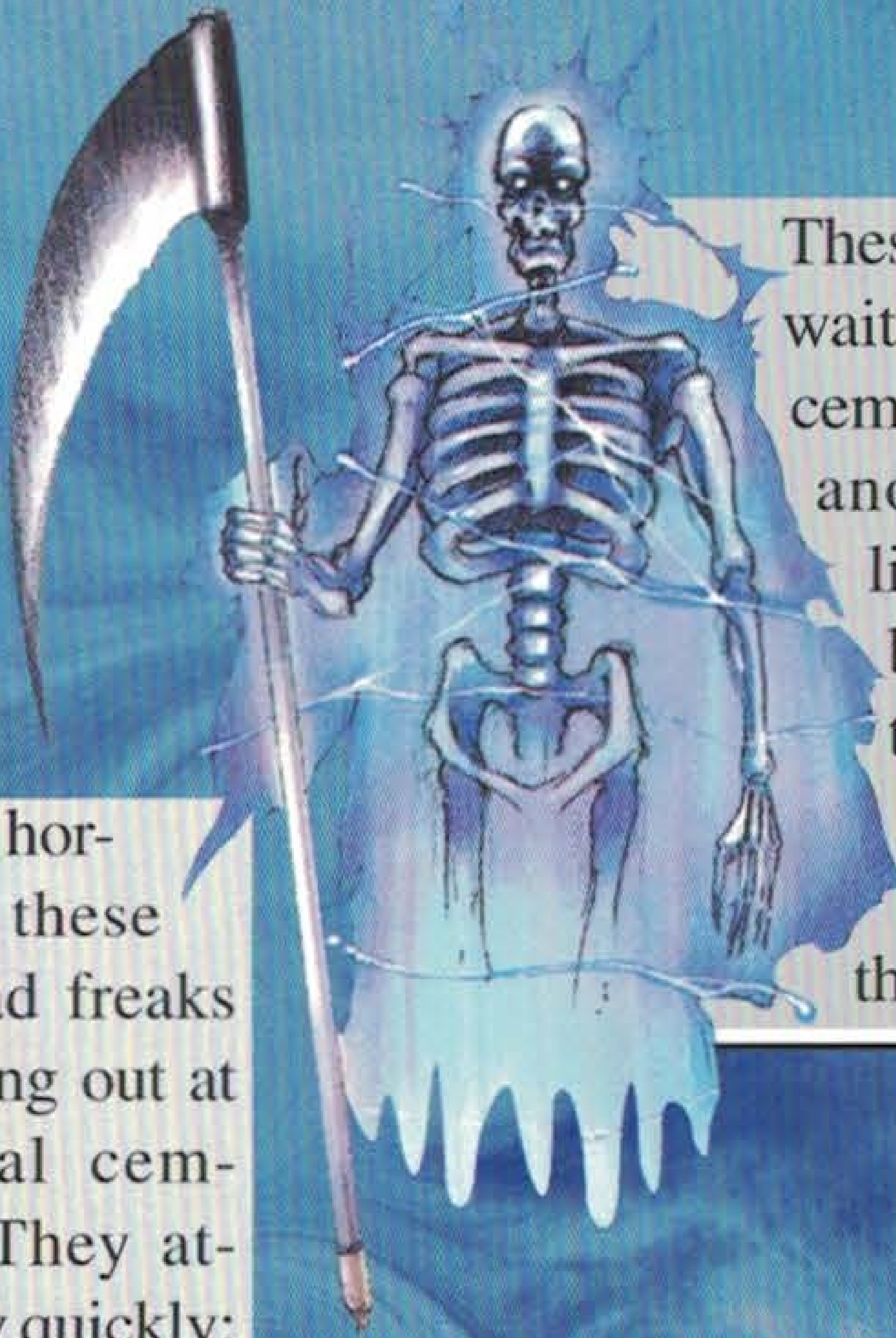
These powerful Graggs like to attack using a wide range of weapons. Some will attack with axes, flails, and maces. Watch out, they're very strong.

TURTLE

Good timing is needed to defeat this fire-breathing turtle. They can't be damaged when they're in their shell. So, wait until they've come out before attacking.

PUKUS

This disgusting little gel likes to vomit on its victim. With its slow movement, it's easy prey. However, be careful! Puke is still disgusting, and this one has it in spades!



REAPER

These evil reapers lie in wait at the underground cemeteries to claim yet another soul. They like to turn invisible, but watch for their tell-tale reaping hook, it'll show Alundra where they are hiding.

ZOMBIE

As in every horror movie, these little undead freaks like to hang out at the local cemetery. They attack very quickly; however, their shrieking cry always warns of the impending attack.

SLUDGE

These weak-looking swamp creatures have the ability to form mud into projectiles and launch them out of their dripping orifices with great velocity.

This massive rock mummy lives deep in the catacombs. It has the ability to shake the ground with tremendous force. This mummy also likes to throw huge boulders at Alundra.

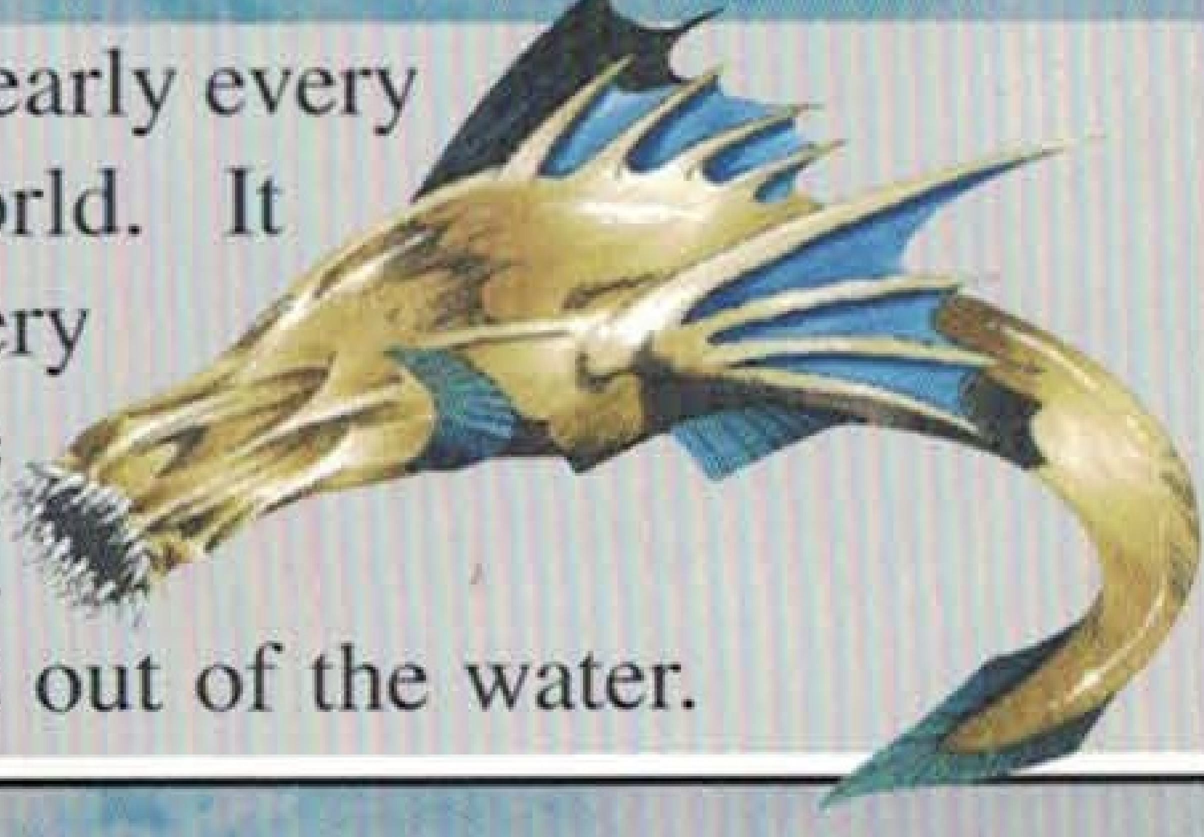
ANCIENT GUARDIAN

LIZARD

This is one of the most experienced fighting creatures in the game. It has a rather large sword with which it can inflict severe damage. What's worse, it can block attacks with its shield.

KILLER

These fishlike creatures live in nearly every body of water in the known world. It likes to wait until its prey is very close before it'll jump out of the water to attack. In order to kill it, pay attention to how it jumps out of the water.

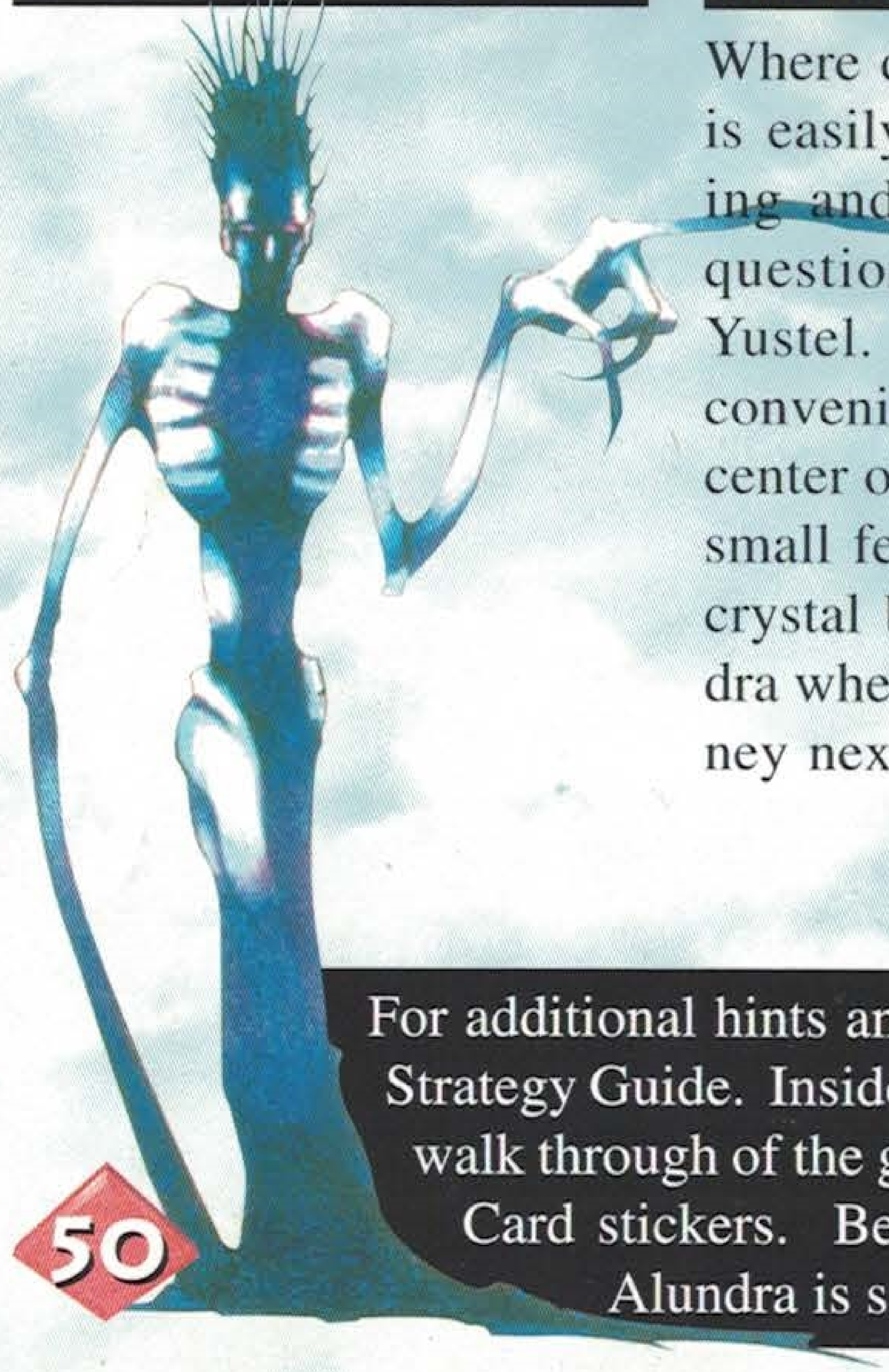


Hints and Tips

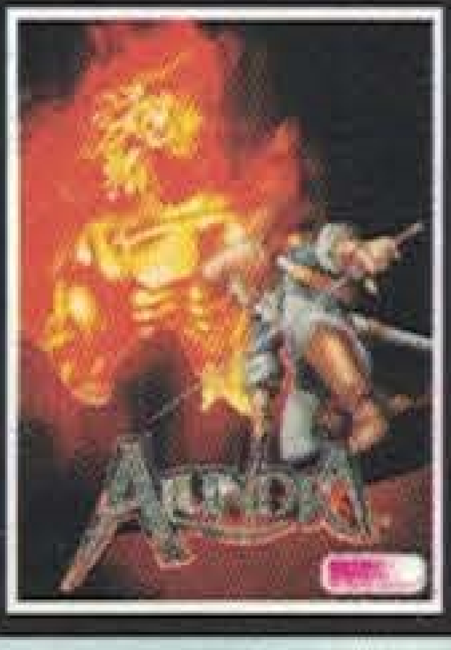
The following pages contain hints and tips that should help anyone who is stuck in the game. Before picking up that phone, take the time to check out these tips.

Where do I go next? This is easily answered by going and posing this very question to the old lady, Yustel. Yustel's house is conveniently located in the center of the village. For a small fee, she will use her crystal ball to show Alundra where he needs to journey next.

In every Action/RPG, make certain to pay close attention to what the villagers say. Many times they will tell Alundra how to solve a puzzle or who he needs to talk to in order to receive help. At times it may be necessary to speak to the villagers more than once. Keep talking to them. They may just tell Alundra what he needs to hear.



For additional hints and tips, check out the Official Alundra Strategy Guide. Inside its many pages you'll find a complete walk through of the game, and a bonus of Alundra Memory Card stickers. Be sure to look for this book wherever Alundra is sold.



Imagine being stuck at the bottom of a dungeon, it's been hours since the last time the game has been saved, and Alundra dies. Doesn't it seem like a nightmare to have to start all the way from that last save so long ago?

Make sure to save the game frequently to avoid this scenario. In fact, it's usually a good idea to save the game before and after key events, or before going into a dungeon. *Remember, save is your very best, and only true friend.*

When the game first begins, Alundra is only allowed to travel to certain areas. As the game proceeds, other areas will gradually become accessible. Nevertheless, it may be necessary to obtain certain items in order to make it through. Once these items are received, Alundra can then use them to get past whatever obstacle is preventing him from entering into a new area. Therefore, be sure to try all of the items in Alundra's inventory, one of them may be the key to unlocking a new area.

Take the time to explore when traveling to a new area. Hidden throughout the land are treasure boxes that have valuable items. By finding these items, Alundra will be able to save his gilder for something more useful.

Many times switches can be activated by using the sword. Of course, there are switches which can't be changed by using the sword. In those cases, it may be necessary to find something that will activate the switch. The item may be in the room, or found in Alundra's inventory. There are numerous locked doors that require keys in order for them to be opened. If you have a careful eye, there are virtually no limits to your exploration.

Life vessels and magic seeds are priceless. When a life vessel, or a magic crystal is received, the life or magic gauge will be filled to maximum power. To find these items, search the countryside and inside the dungeons. Try to find as many life vessels and magic crystals as possible, they'll make the game a whole lot easier.

Gilded falcons can be found in treasure chests. Since there isn't a lot of information about these mysterious items, be sure to collect as many as possible. If you're especially vigilant, Alundra will be rewarded for doing so.

When a large number of enemies come after Alundra at the same time, try to get into a corner or secure area of the screen. By doing this, the enemies will not be able to surround Alundra. Then try to kill them one by one as they attack from the front. Also, if Alundra can jump onto another level, so that he is higher than the enemies, it may be possible to throw bombs down on the enemies until they're destroyed.

Unfortunately for Alundra, there are some monsters who can defend themselves from Alundra's attack. When fighting these enemies, take the time to watch first, in order to figure out when they let their guard down briefly. This is also one time when backstabbing is heartily encouraged.

There are a number of ancient monuments scattered around the land that are rumored to be mystic portals built by the Doopids. They now stand as a silent witness to the demise of this once-intelligent race. It has been foretold, however, that they shall not remain silent forever.

Closing Song Lyrics

Original Japanese Lyrics

I will never shed sorrowful tears anymore
That would flow even when I looked at the sky.
For I know that two of us will surely meet again.

It might not be very hard if we were only friends.
I wish we could depart lightheartedly
With a quick smile and a simple "bye",
or holding hands casually.

Where are you going,
Seeking after the dream
Is it the place I shouldn't go?
Is it far, near, happy, or sad?
Is it the end of the Dream?

As one story begins,
Another must close.
The path we walk together,
May divide and split us from each other.
However, there is no doubt,
We will meet again someday.

Watching a beautiful sunset
fills me with melancholy thoughts,
even in the midst of our happiness.
I felt like a fretful mother toward a child.

Once at a busy crossroad,
I hid myself in the crowd.
I still remember the look on your face
when you were looking for me.
I remember that time so dearly.
I truly loved you.

You don't have to tell me anything.
You don't even have to be nice to me.

Because I'm not going to cry anymore.
By the time we meet again,
I will have become much stronger
But, the whole world looks grey now.

I will never shed sorrowful tears anymore
That would flow even when I looked at the sky.
For I know that two of us will surely meet again.

English Lyrics

Now tears of pain are gone,
though once they flowed free.
Fear imprisoned hearts and trapped destiny,
yet the hopeful prayed on,
and hope came to be...

(Chorus)
Where are the dreams once shared between us?
What happened to that innocent place?

Can we get it back?
Or has it passed?
If we get it back, can we start again?

Sentimental thoughts.
Sentimental dreams.
Cascade within me.

There is a destiny that's waiting just for me.
With a power that I've only come to know.

What does the future of our feelings truly hold?
Whether good,
whether bad,
it's ahead,
take my hand,
and let's go...

You can't resist....fate!

Now tears of pain are gone,
and the hardship is through.
Now there is no "why?" or "how?" only "Do..."

All thoughts of me and you,
and the yearning we share,
can be destiny,
it's a heartbeat away,
for the dreamers we are,
there's but only love true.

Repeat Chorus

Now tears of pain are gone,
and the nightmare has past.
Now the time has come for love at long last.

All thoughts of me and you,
and the yearning we share,
can be destiny,
it's a heartbeat away,
for the dreamers we are,
there's but only love true.

Translation Notes

We first saw this great game in action at the Tokyo Game Show back in April of 1997. From the first ten seconds of playing with it, we knew we had to release this title in America. The obvious influence of Landstalker-style play mechanics and art told us that at least a few of the Landstalker team had to be involved. It turns out that we were right. The original main programmer and main scenario writer for Landstalker were responsible for what had become Alundra. Being big fans of Landstalker on the SEGA Genesis, we were in heaven.

After licensing the game, we began translation of text and compiled our usual "wish list" of changes. The biggest change we made was to copy a portion of the great animation from the ending of the game to a completely new opening at the front of the game. The original opening was simply a long string of gameplay footage that didn't get us too excited about the game. The new opening features an all-new CG-rendered Alundra logo and exciting new music. We hope it pumps you up about what to expect in the game.

There were a host of other minor changes made to the game to improve playability and limit user frustration. The status menu was made accessible from the L2 and R2 buttons, instead of just START. We also adjusted the timing of the buttons that appear and disappear in Elene's dream to give the player more time to make the jumps required. Monster difficulties were also rebalanced, generally to make a few of the bosses easier to kill. However, bosses were also made more dangerous in that if they managed to hit Alundra, their blows were much more lethal. This lessened some of the boredom of the later bosses where they really weren't much challenge to fight, but took forever to kill. We also rewrote the closing song with all-new lyrics that we felt more closely reflected the tone of the game.

Hopefully you love the game as much as we do. Be sure to drop us a line (snail mail or via http://www.workingdesigns.com) with any ideas you have for RPG or Strategy games you'd like to see us bring over to the US. Without you, the fans, we're nothing. Stay in touch, okay?

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